

SONIC

THE COMIC

GET
A-HEAD WITH
DECAP
ATTACK!

NEW
STORY

KNUCKLES

CYBERNIK

£1.20 • No 66
8 DECEMBER 1995

JAWS
BADNIK PIN-UP!

UK'S OFFICIAL
SEGA
COMIC

STARRING



FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Stay cool as things are about to hot up ...

The World's fastest Blue Hedgehog stars in the conclusion to **Project Brutus**. Loony Decap Attackers Frank N Stein, Chuck-D-Head and Igor return with a skull-splitting new story, **Monster of the Year**. That 'other' Sega heavyweight, **Knuckles** stars in the second part of **The Homecoming**, and of course The Cybernik is fighting fit in **Sonic's World**. Oh, and mind those fingers 'cos **Jaws The Badnik** is the star of this issue's snappy centre page Pin-up.

The festive flapping season begins next issue, so prepare to have a **Chaotix** Christmas as the Crew return due to popular demand. Gotta go now, those humes have already found the turkey and nut roast crisps (two packets), which I'd hidden for the **STC** Christmas bash! I only hope my batteries can withstand the next two weeks. Wish me luck!

Megadroid

CORONATION STREET

CRIMBO COMPO!

Stand by for the opportunity to creep around those ancient adult-parent humes in the Christmas issue. The UK's top Sega-powered comic has got together with the UK's most popular street to celebrate **Coronation Street's** - wait for it - 35th birthday! So, a cracking **Corrie Compo** is on its way and by-heck it's gonna be a good 'un!

Make sure you have an order for the very next issue of **STC** - the comic that's right up your street!

SEGA

CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● FIFA SOCCER '95
- 2 ↑ PGA TOUR GOLF 3
- 3 ↓ BRIAN LARA CRICKET
- 4 ● THEME PARK
- 5 ↑ SONIC THE HEDGEHOG 2
- 6 RE THE LION KING
- 7 ↓ PRIMAL RAGE
- 8 ↑ CANNON FODDER
- 9 ↓ STREET RACER
- 10 RE RISE OF THE ROBOTS

MEGA-CD

- 1 ↑ SEGA CLASSICS
- 2 ↑ MICKEY MANIA
- 3 ↓ SOULSTAR
- 4 ↓ FIFA INTERNATIONAL SOCCER
- 5 ↑ BRUTAL: PAWS OF FURY
- 6 RE TOMCAT ALLEY
- 7 ● EARTHWORM JIM
- 8 ↓ WORLD CUP USA '94
- 9 RE THUNDERHAWK
- 10 RE REBEL ASSAULT

MASTER SYSTEM

- 1 ↑ MICKEY MOUSE 2
- 2 ↑ ROBOCOP V TERMINATOR
- 3 ↑ THE LION KING
- 4 ↓ ASTERIX AND THE SECRET MISSION
- 5 ↓ SONIC CHAOS
- 6 ↓ WINTER OLYMPICS
- 7 ↓ STREETS OF RAGE
- 8 ↓ DESERT STRIKE
- 9 ↑ DESERT SPEED TRAP
- 10 ↓ SONIC THE HEDGEHOG

GAME GEAR

- 1 ↑ JAMES POND 2 - ROBOCOD
- 2 ↑ MICRO MACHINES
- 3 ● SONIC CHAOS
- 4 ↓ FANTASTIC ADVENTURES OF DIZZY
- 5 ↑ DROPZONE
- 6 ↓ STRIDER 2
- 7 NEW STAR TREK: THE NEXT GENERATION
- 8 RE THE LION KING
- 9 RE MORTAL KOMBAT 2
- 10 ↓ SONIC DRIFT RACING

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● MANAGING EDITOR: Richard Hudson

● PUBLISHER: Rob McManamy

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COMMANDER BRUTUS, ELITE TROOPER PROGRAMMED WITH A COPY OF ROBOTNIK'S BRAIN PATTERNS, HAS PUSHED SONIC TOO FAR! NOW OUR HERO HAS TRANSFORMED INTO SUPER SONIC AND IS READY FOR A SHOWDOWN!

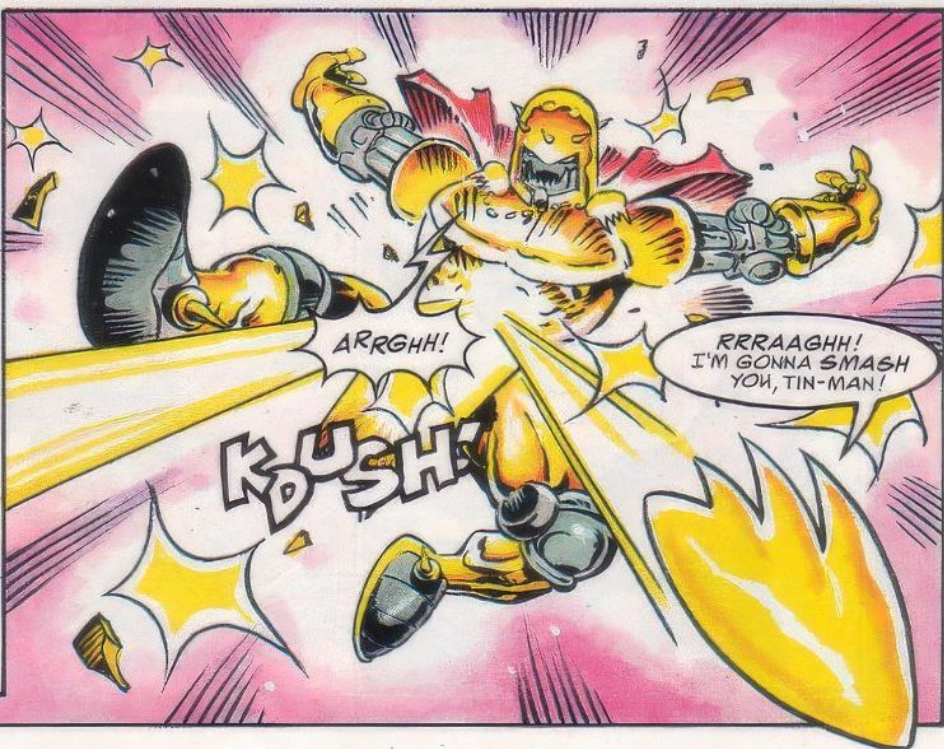
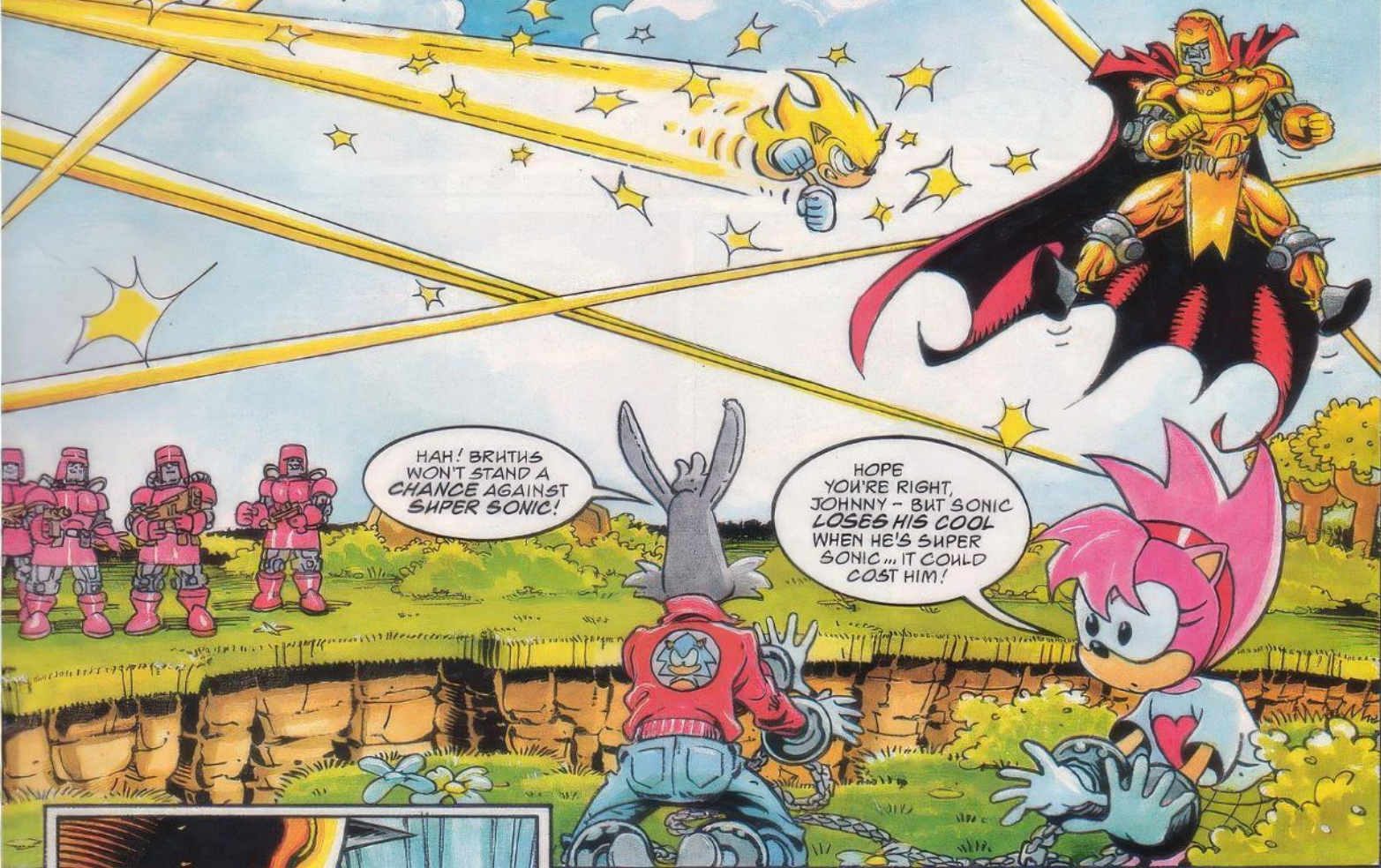
SONIC

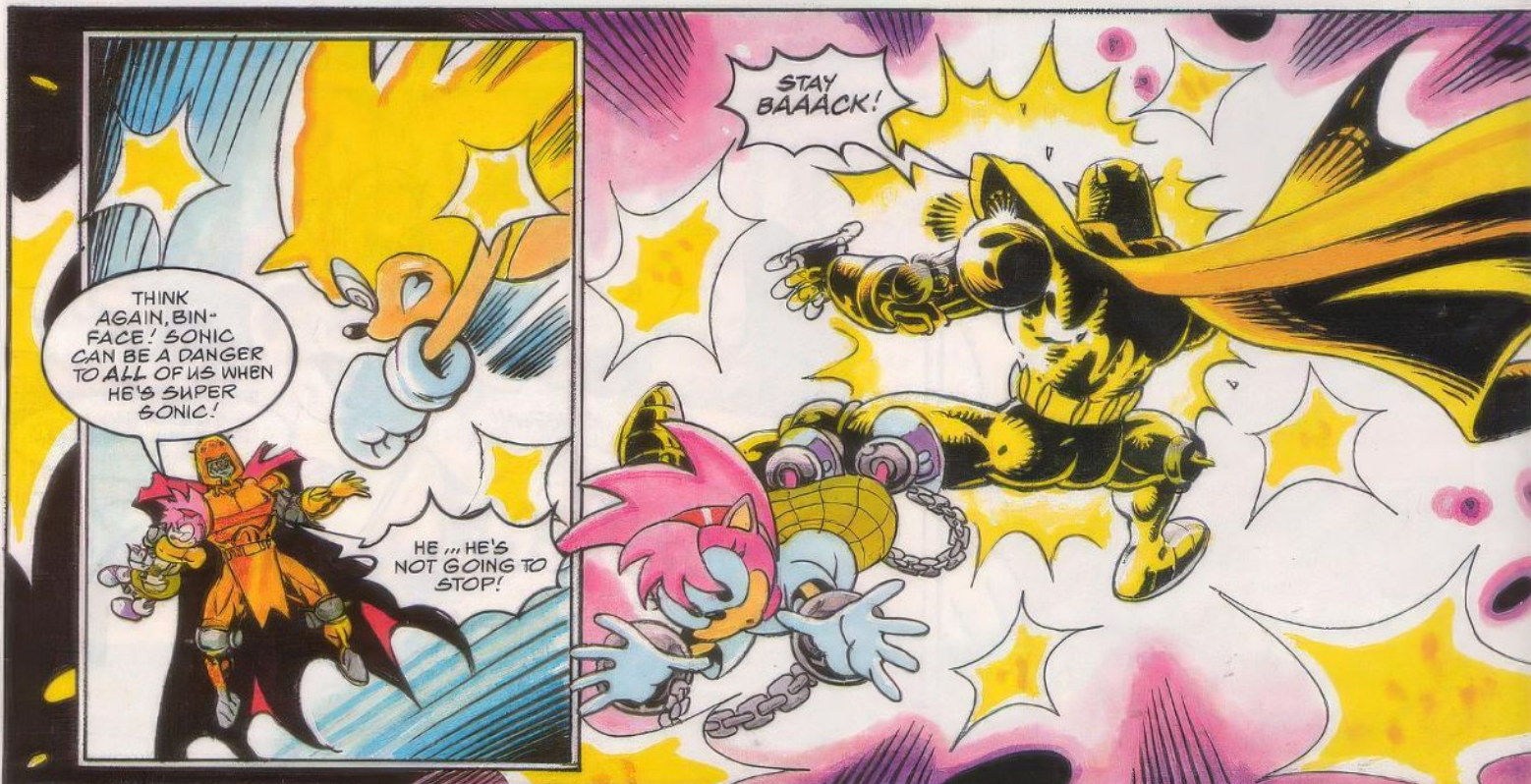
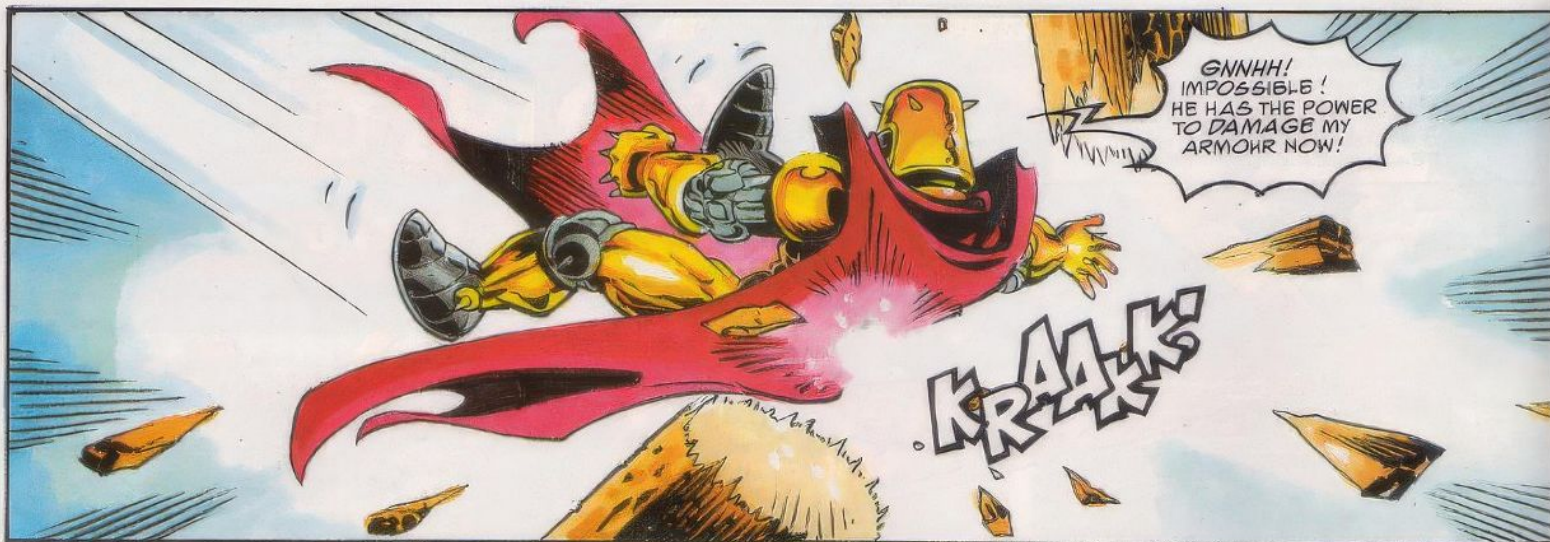
THE HEDGEHOG

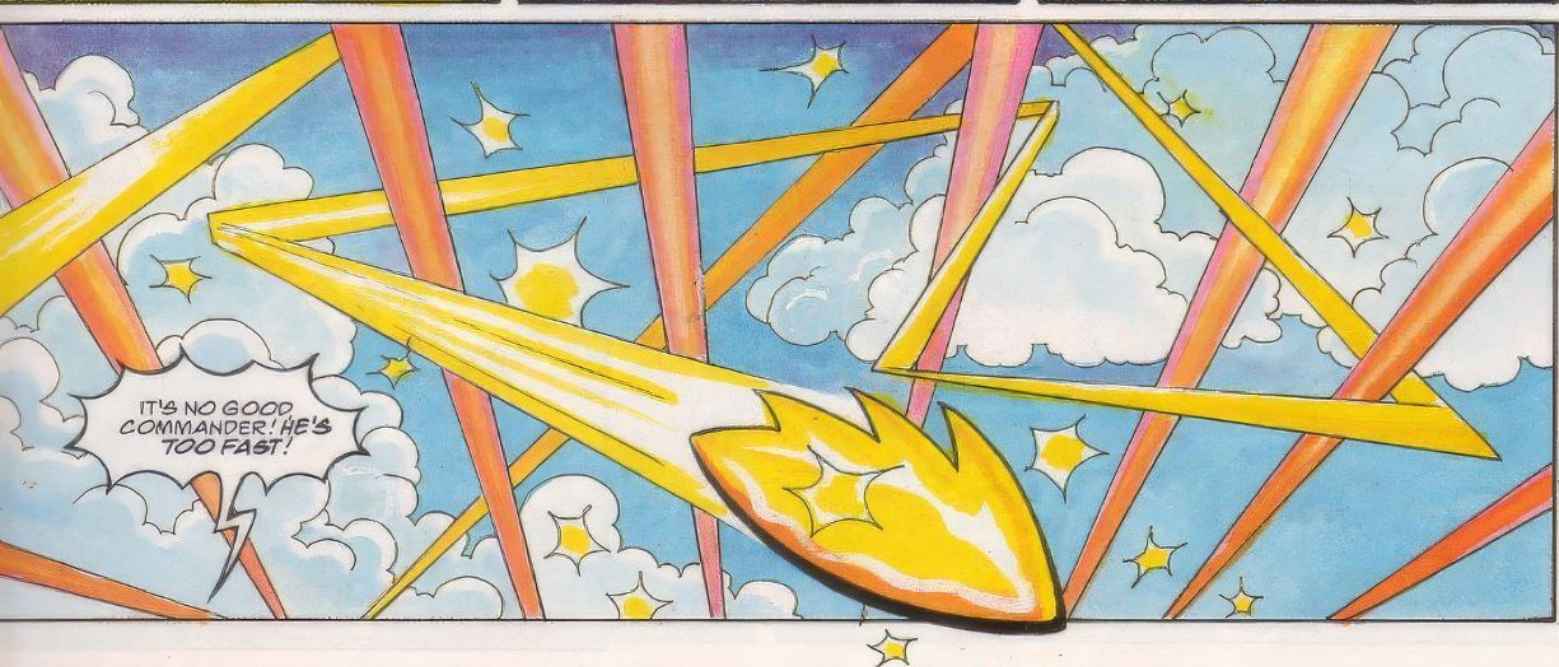
Script: LEW STRINGER
Art: RICHARD ELSON
Lettering: ELLIE DE'VILLE

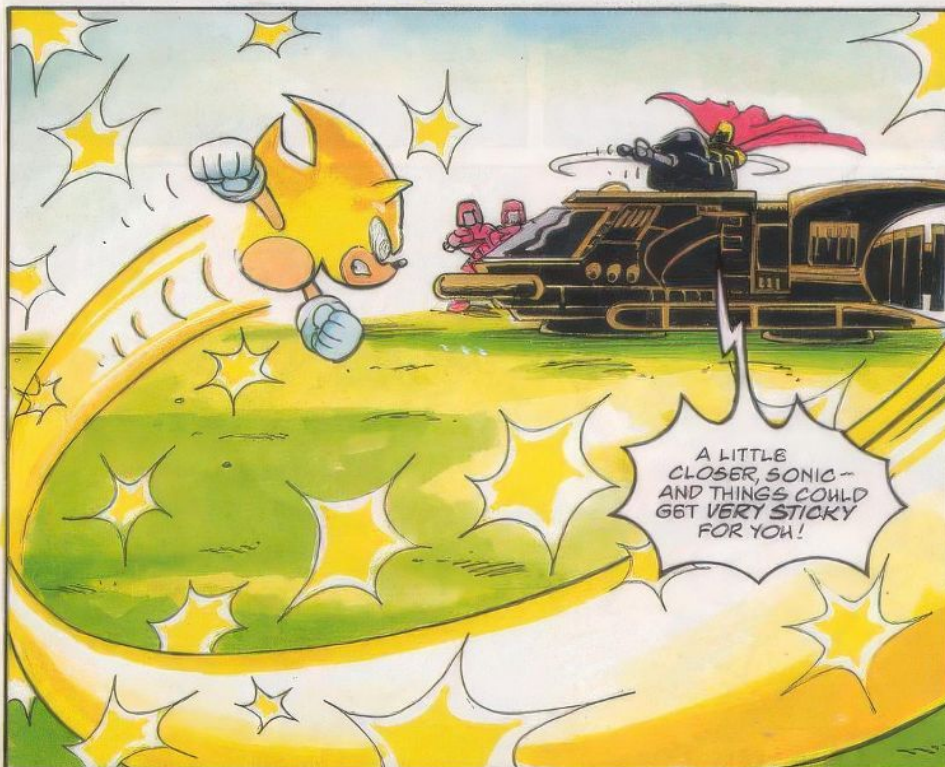
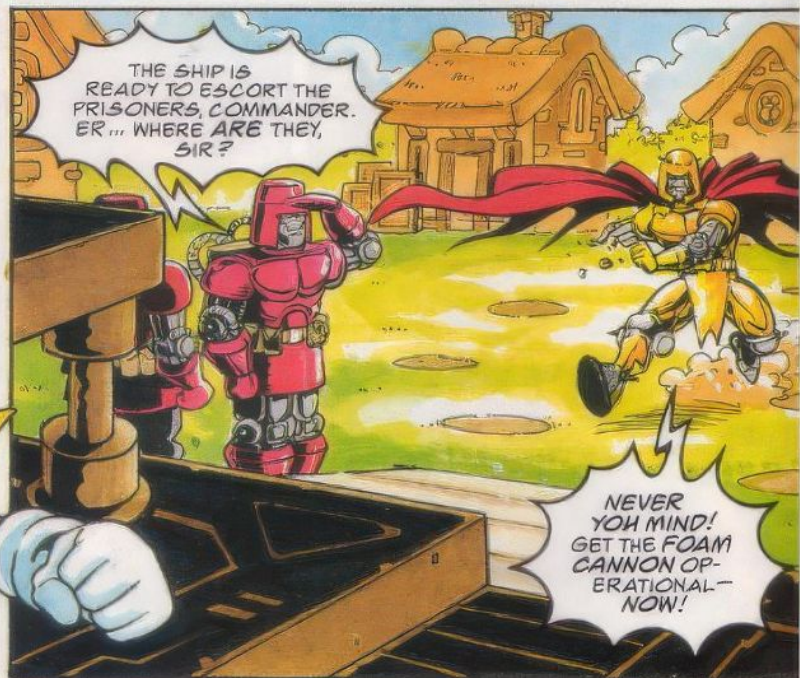
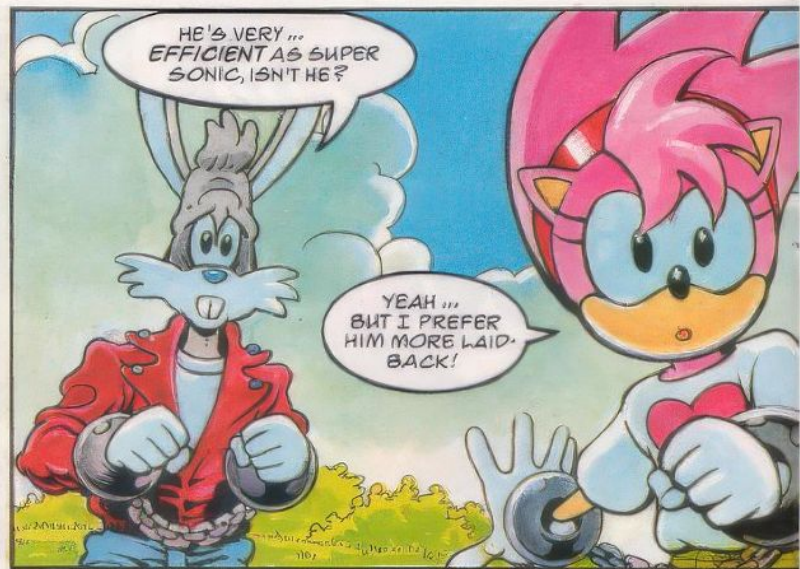
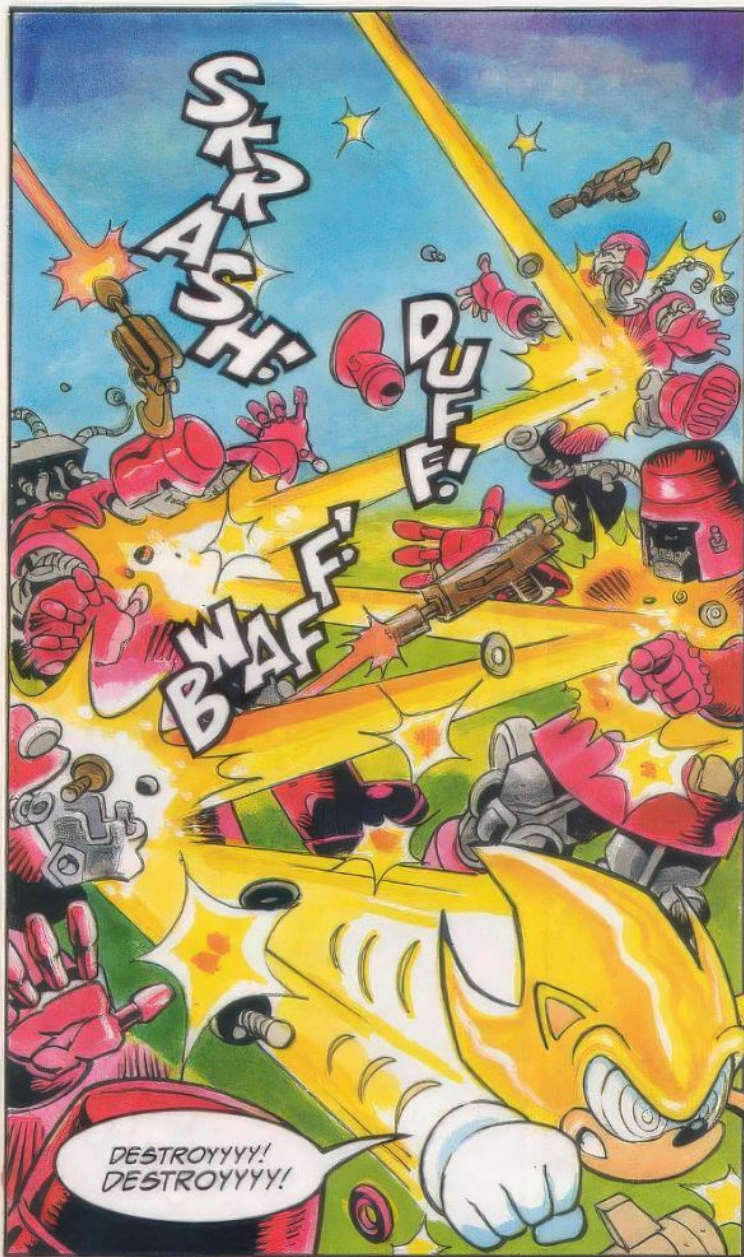
Project Brutus

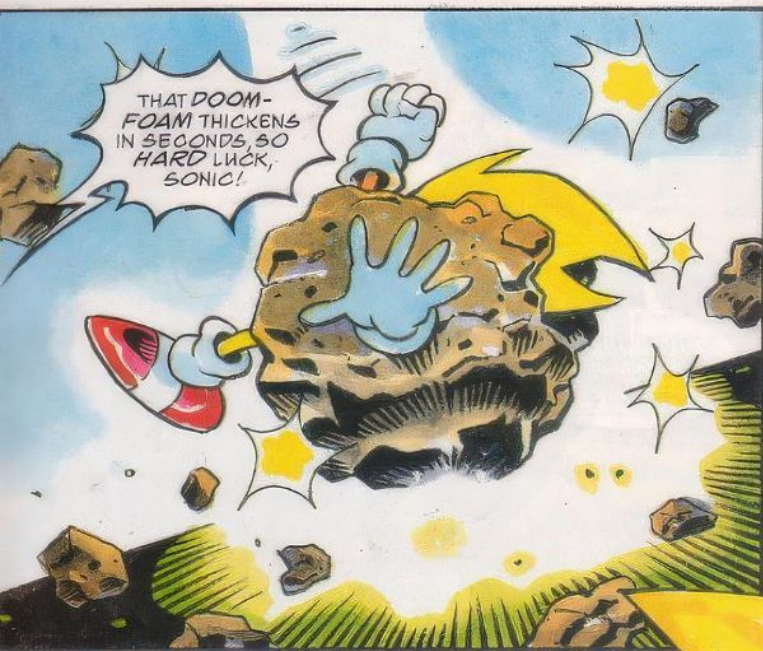
Part 4



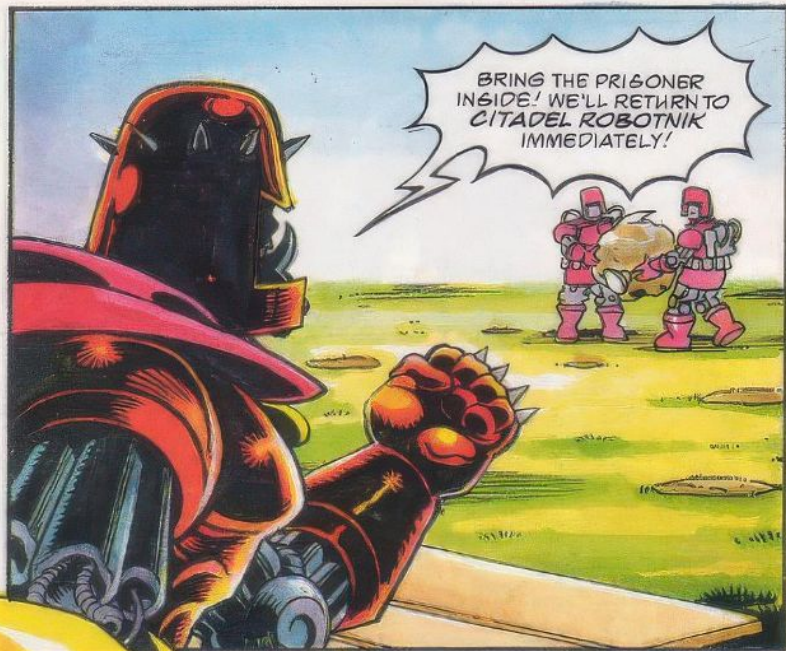








THAT DOOM-FOAM THICKENS IN SECONDS, SO HARD LUCK, SONIC!



BRING THE PRISONER INSIDE! WE'LL RETURN TO CITADEL ROBOTNIK IMMEDIATELY!



FRREEEE!

FOOM!

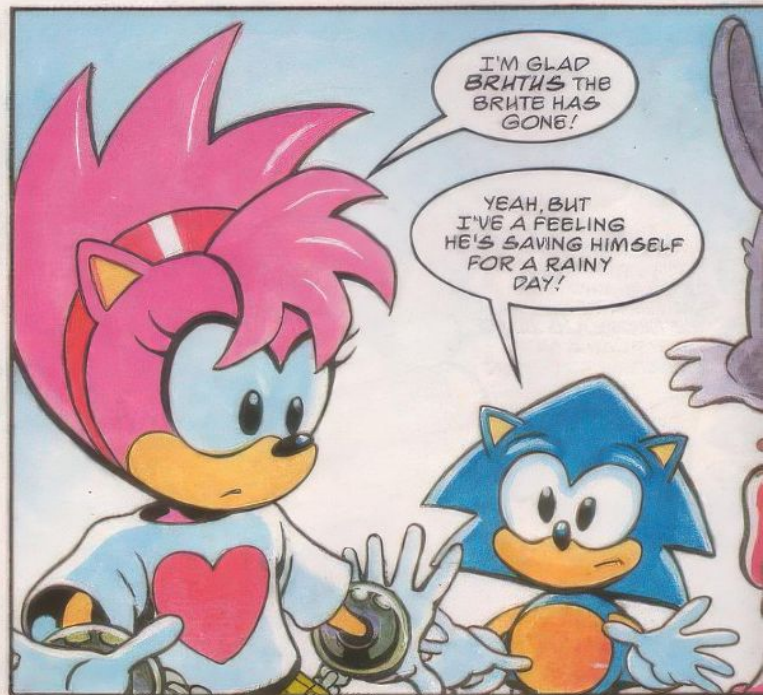
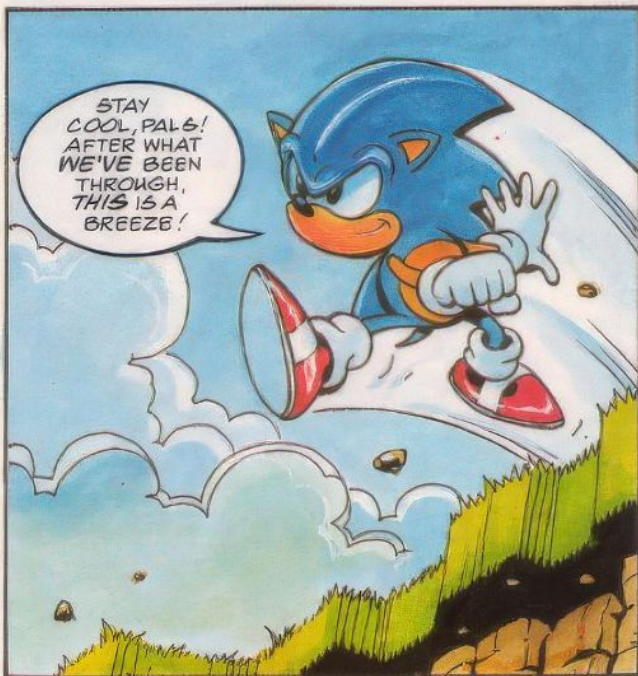
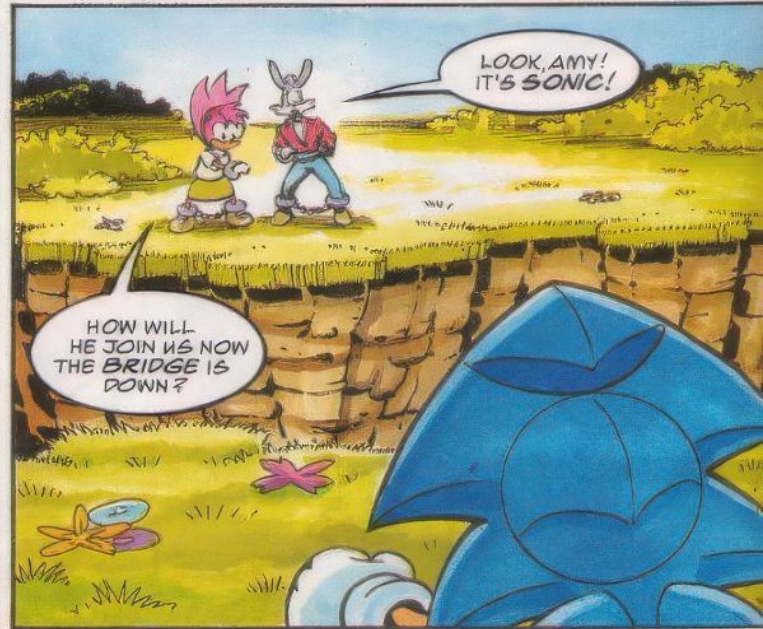
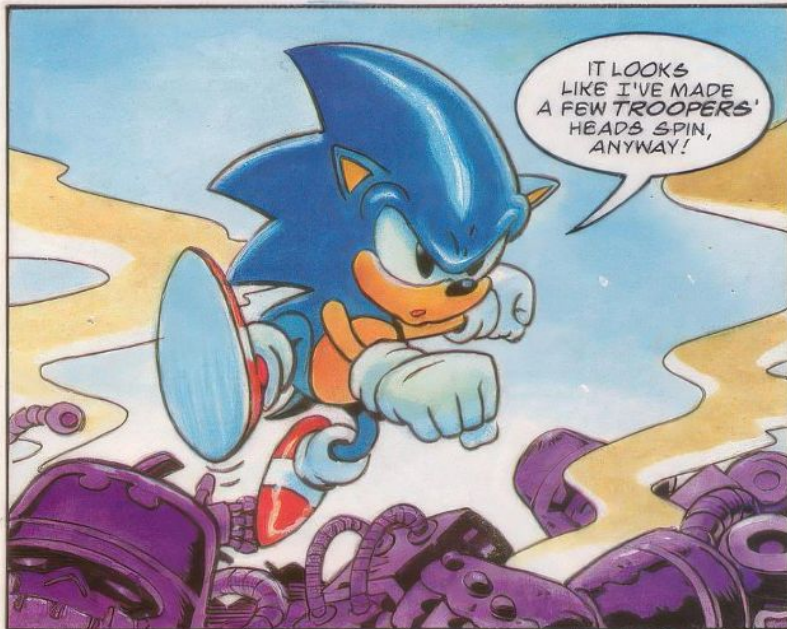


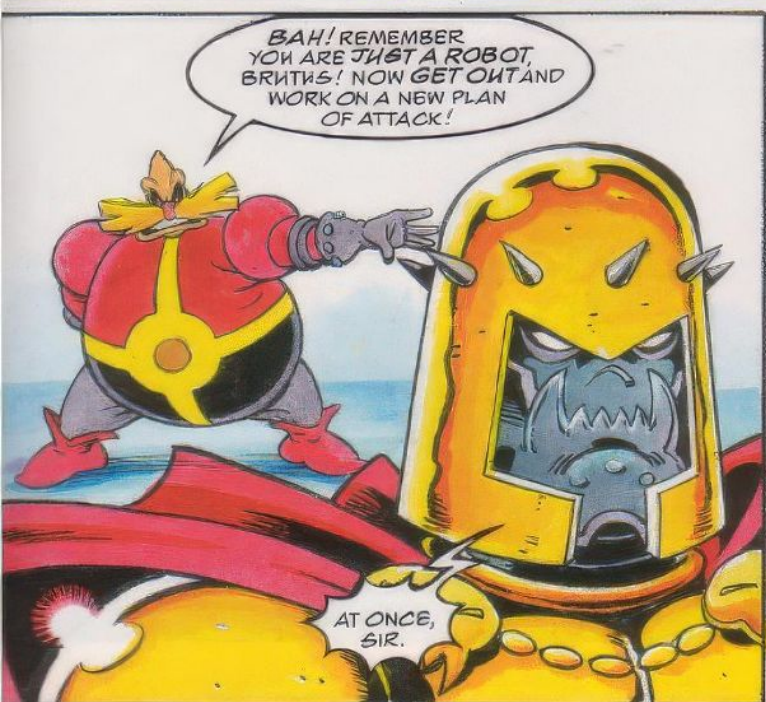
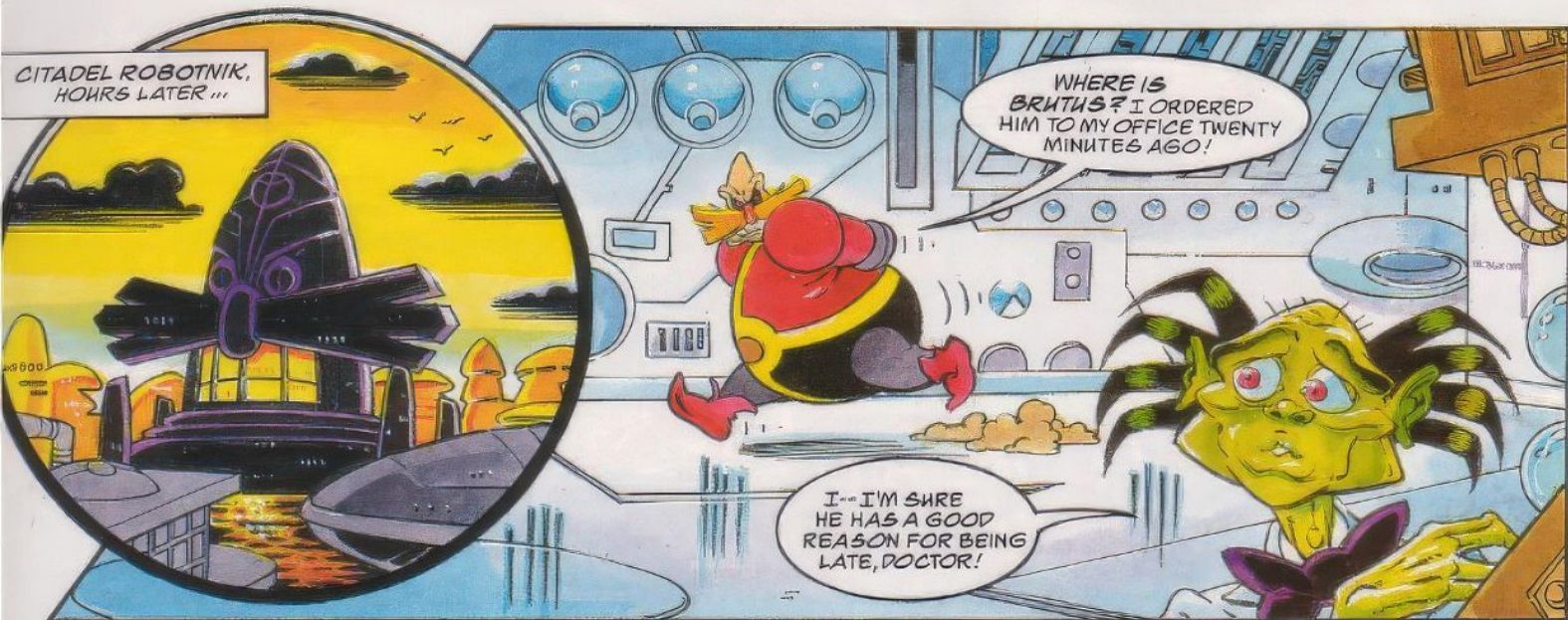
THAT HEDGEHOG'S TOUGHER THAN I THOUGHT! I'LL RETURN TO THE METROPOLIS ZONE AND PLAN A NEW STRATEGY TO DEFEAT HIM!



HIS ENERGY EXHAUSTED, SHPER SONIC TRANS-FORMS BACK INTO HIS MORE FAMILIAR FORM...

WOW! WHAT DO I GET UP TO WHEN I'M SHPER SONIC?





REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALSville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

AAAHH!!! REAL MONSTERS

PRE-RELEASE VERSION

Reviewed by Neil Bryant.



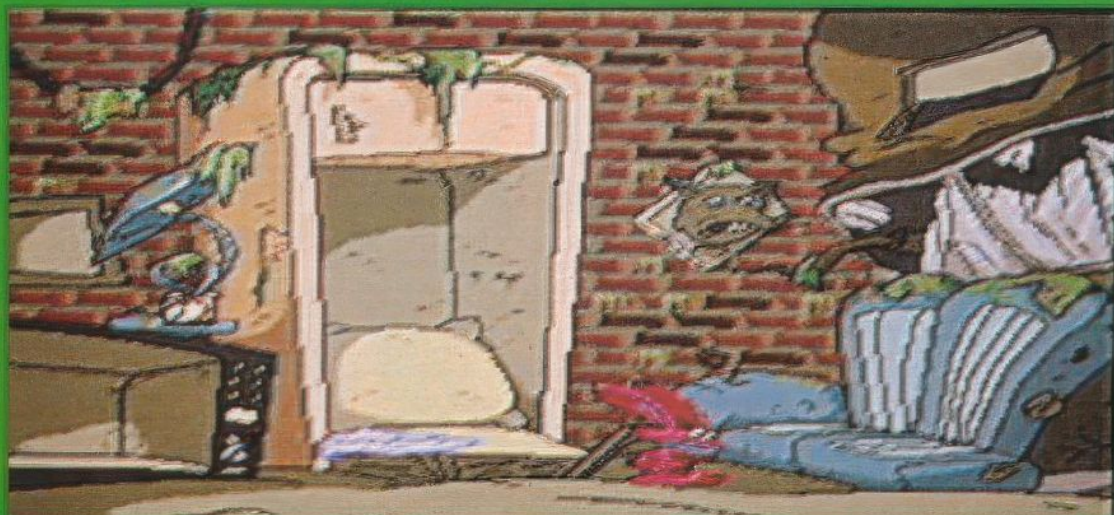
MEGA DRIVE

GAME TYPE: ACTION
PLAYERS: 1

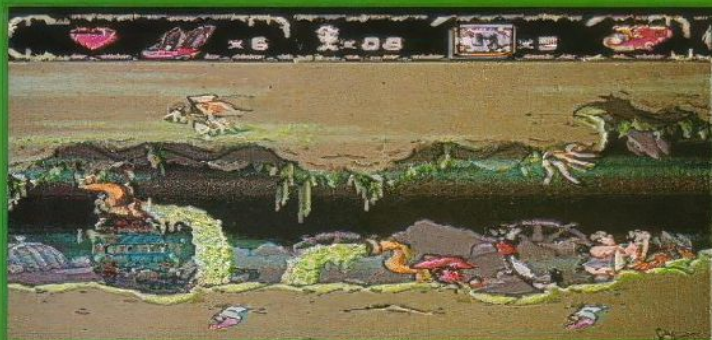
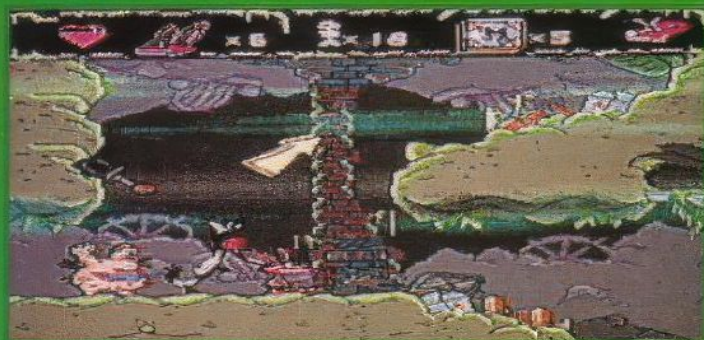
PUBLISHER: VIACOM
PRICE: £44.99

Ickis, Oblina, and Krumm are trainee monster pupils at The Monster Academy. They hope to graduate to full time fright merchants and Terror tutor/headmaster Gromble is at hand to brief them on the horrendous assignment that lies ahead.

Aaahh!!! Real Monsters takes the pupils through an assault course of twenty-five levels featuring locations such as the City Dump and the Natural History Museum. The task is to collect gruesome objects, frighten as many enemies as possible and to eventually scare the pants off the human Monster Hunter.



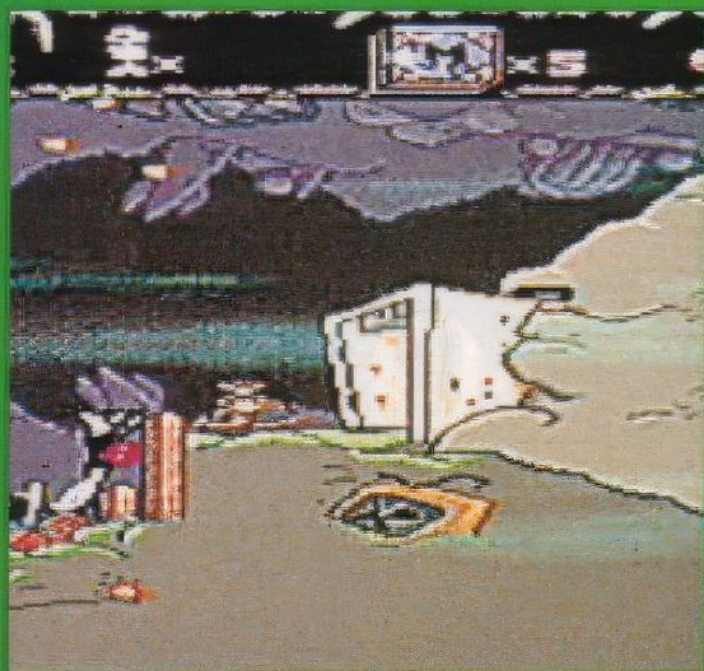
Using a three-way control feature, you have to get to grips with each monster's moves in order to overcome the many obstacles. Amusing defence moves include throwing trash to get rid of creepy crawlies and the scare tactic - very effective in frightening off unwanted humes.



It's best to take your time through the levels as there are plenty of hidden extra's which can prolong your life. To top up energy levels there are monster eats to pick up; the likes of maggots, roaches and flies! Ickis, Oblina and Krumm look true to their TV cartoon form (yes, they are famous already), but one minor complaint is the display screen icons which aren't as clear as they could be.



Aaahh!!! **Real Monsters** is oddly enough created in good taste and captures elements of humour which add to the entertainment. It will bring out the monster in all players' and with five bonus levels too, there's plenty of squeal appeal on offer.



FINAL COUNTDOWN

RAVES

The triple monster moves.



GRAPHICS 80

SOUND 80

GRAVES

Display screen unclear.



PLAYABILITY 84

OVERALL 82

ZOOP!

PRE-RELEASE VERSION

Reviewed by Nell Bryant.



GAME TYPE: PUZZLE
PLAYERS: 1

PUBLISHER: VIACOM
PRICE: £29.99



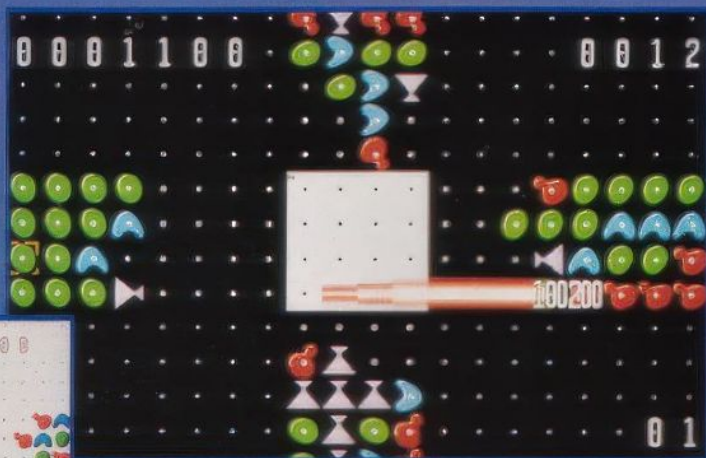
What a welcome change to see a puzzle game making an impact. *Zoop!* does just that and what's more it's incredibly addictive too.

Zoop! consists of nine increasingly difficult levels and two modes of play; continuous and level select. A triangle-shaped marker is used to defend a central square from rows of advancing multi-coloured symbols. To score points, your marker has to be the same colour as the row of shapes you are firing at. (With me so far?). To change the colour of your marker you fire at a shape of the desired colour. Razor-sharp reflexes, quick-thinking strategy



and an extra pair of eyes wouldn't go amiss if you're to succeed in stopping those shapes invading your square. Not only do the advancing shapes move faster with each level, but the patterned backgrounds become more complicated.

The jazzy background music is



pleasant enough, but does nothing to calm your nerves when trying to zap shapes advancing from four different directions. Keep an eye out also for bonus icons which add extra points to your score, plus pick-ups which enable you to wipe out an entire line of approaching shapes!

Zoop! is a simply irresistible game guaranteed to have the greenest of gamers hooked. It will also give the most experienced of Boomers a challenge to rise to.



FINAL COUNTDOWN

RAVES

Addictive!



GRAPHICS 90

SOUND 88

GRAVES

Prepare to be zapped!



PLAYABILITY 90

OVERALL 89

Decap Attack

MONSTER OF
THE YEAR

Part 1

Script & Art:
NIGEL KITCHING

Lettering:
TOM FRAME

NEW
STORY

THE 7.15 SPECIAL SERVICE TRAIN ARRIVES ON
PLATFORM ONE. WAITING IN THE STATION ARE
FRANK N STEIN, CHUCK-D-HEAD AND IGOR. ...

I STILL
SAY THIS IS A
STUPID IDEA!

NONSENSE, IGOR. . .DIS IST GREAT OPPURTUNITY
FOR US!
IST NOT EVERY DAY VON GETS VON'S
GREATEST SCIENTIFIC CREATION INTO DER FINALS
OV 'MONSTER OV DER YEAR'!

C'MON. PROF. . .YOU DON'T REALLY THINK CHUCK
HAS A CHANCE DO YOU? HE'S UP AGAINST SERIOUS
COMPETITION!

IGNORE, PROFESSOR. WE
WON'T LET YOU DOWN!

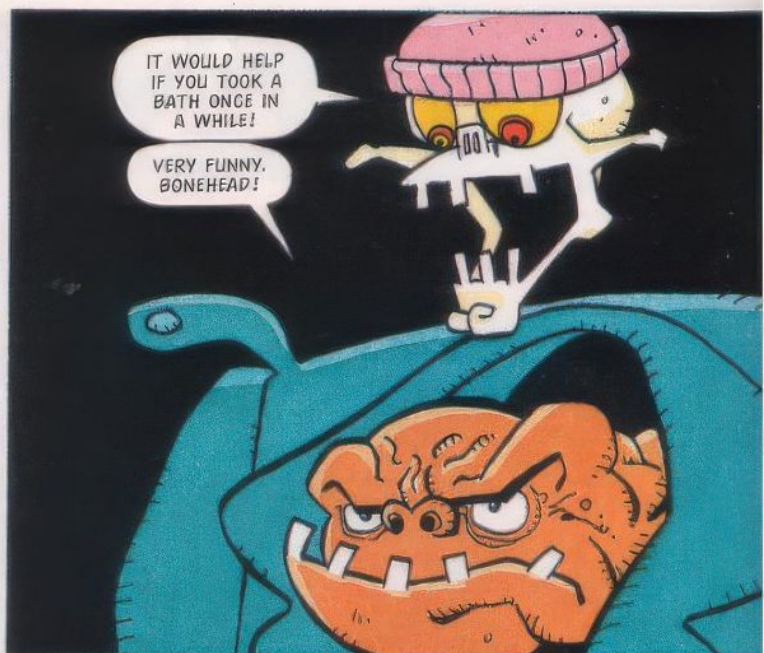
NMPHHGRNNN!

OH NO!



CHUCK, VOT ARE YOU DOINK?

LOOK, BEING GOOPED IN HERE— I CAN HARDLY BREATHE!

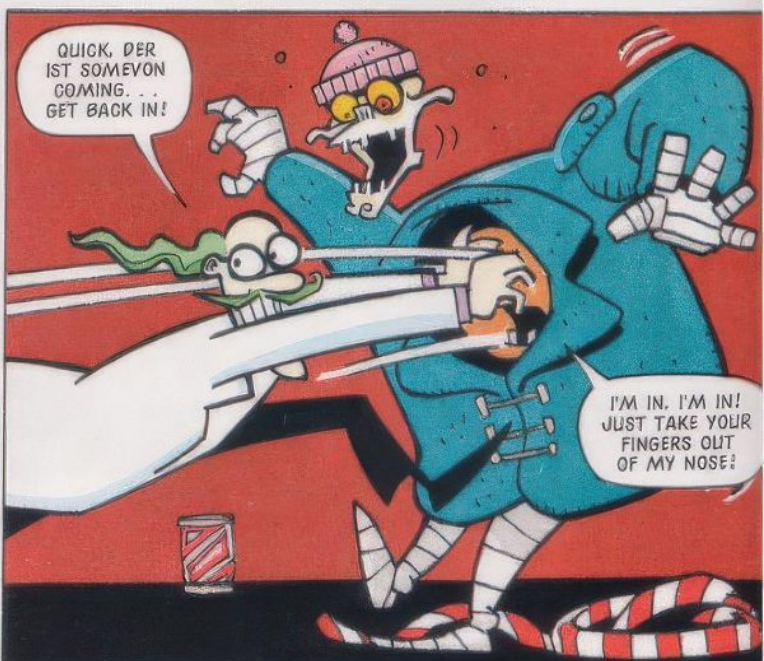


IT WOULD HELP IF YOU TOOK A BATH ONCE IN A WHILE!

VERY FUNNY, BONEHEAD!

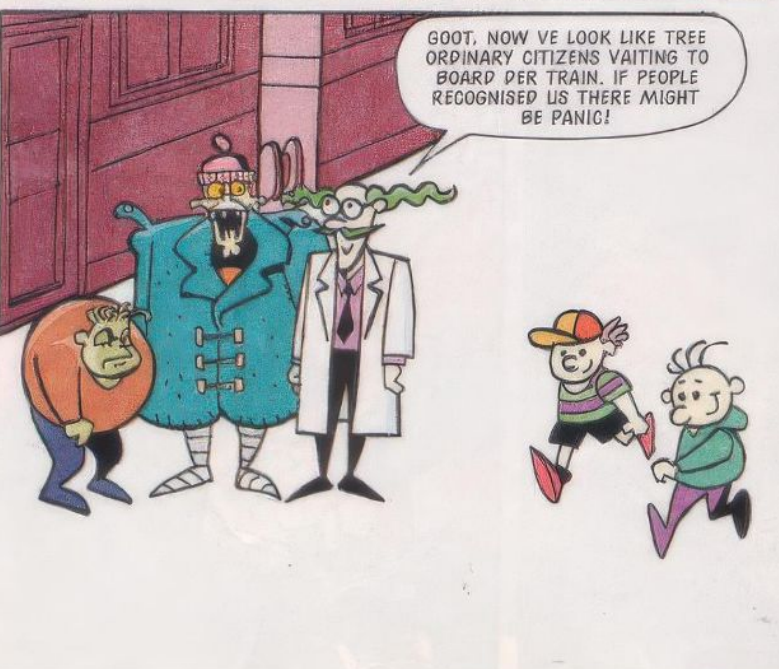


BESIDES, IF I GET WET MY STITCHES COME LOOSE AND MY LEGS FALL OFF!



QUICK, DER IST SOMEVON COMING. . . GET BACK IN!

I'M IN, I'M IN! JUST TAKE YOUR FINGERS OUT OF MY NOSE!

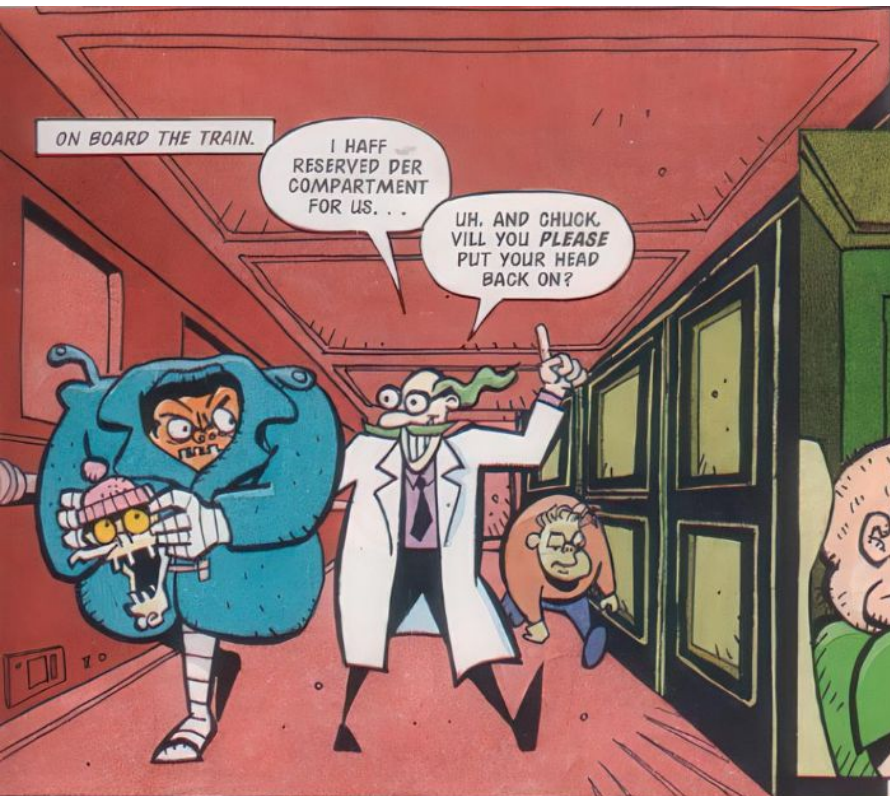


GOOT, NOW VE LOOK LIKE TREE ORDINARY CITIZENS WAITING TO BOARD DER TRAIN. IF PEOPLE RECOGNISED US THERE MIGHT BE PANIC!



LOOK, IT'S POTTY PROFESSOR FRANK N STEIN AND HIS BONKERS MONSTER, CHUCK-D-HEAD!

HEH, HEH! OH YEAH, SO IT IS. . .



ON BOARD THE TRAIN.

I HAFF
RESERVED DER
COMPARTMENT
FOR US. . .

UH, AND CHUCK,
VILL YOU PLEASE
PUT YOUR HEAD
BACK ON?



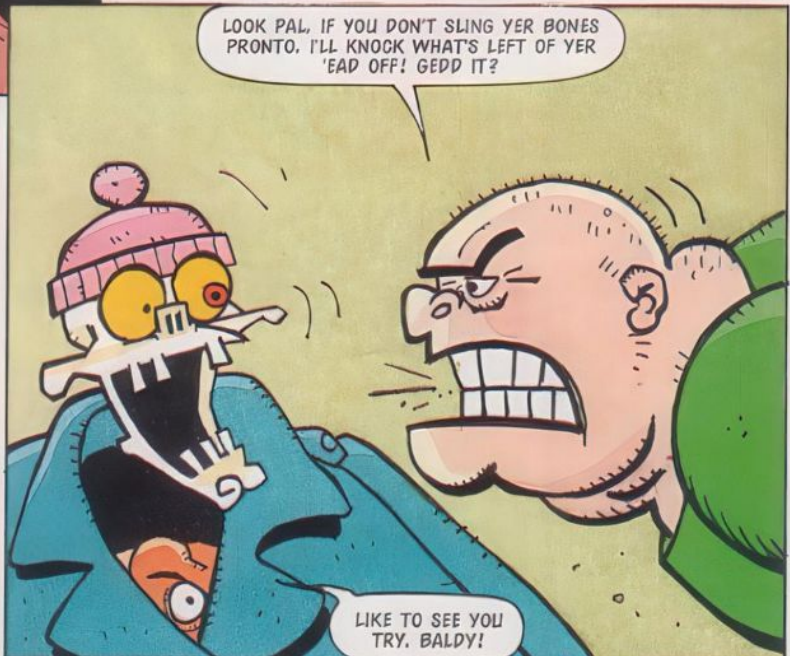
UH?



THIS COMPARTMENT IS
RESERVED. YOU KNOW.

WELL WE JUST
UN-RESERVED IT, SO
• CLOSE THE DOOR ON
YOUR WAY OUT.

BUT. . .



LOOK PAL, IF YOU DON'T SLING YER BONES
PRONTO, I'LL KNOCK WHAT'S LEFT OF YER
'EAD OFF! GEDD IT?

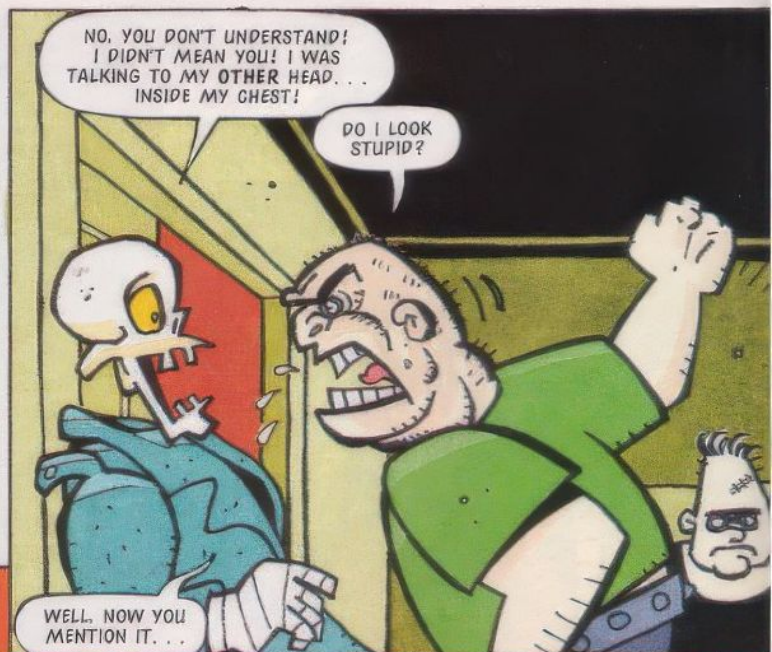
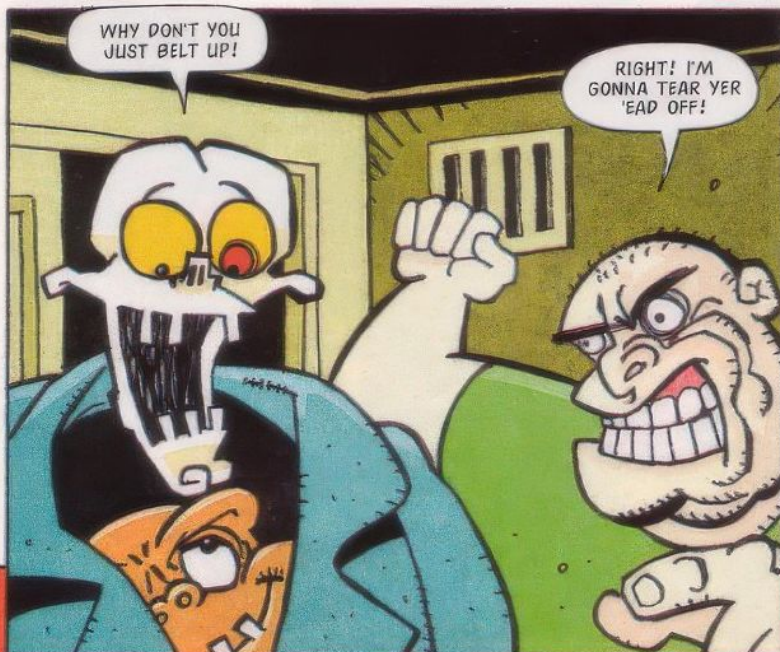
LIKE TO SEE YOU
TRY, BALDY!

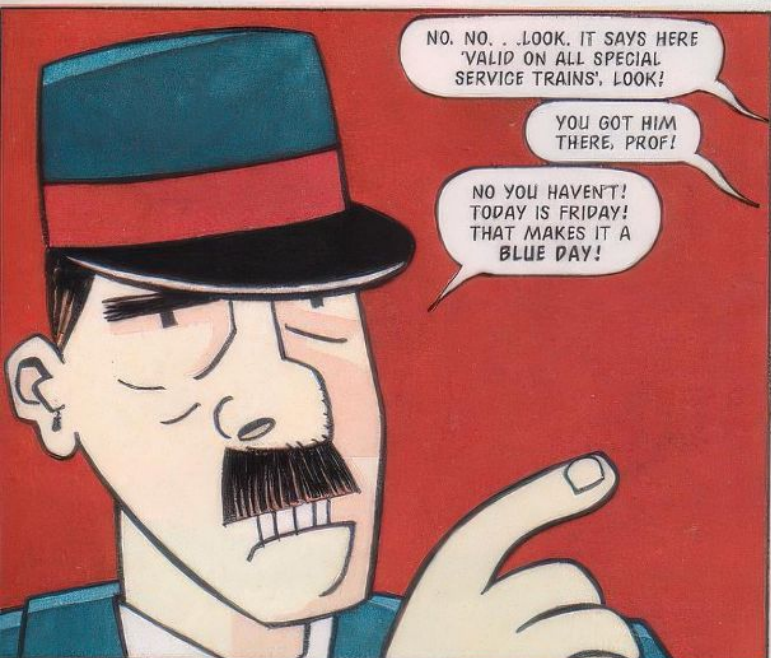
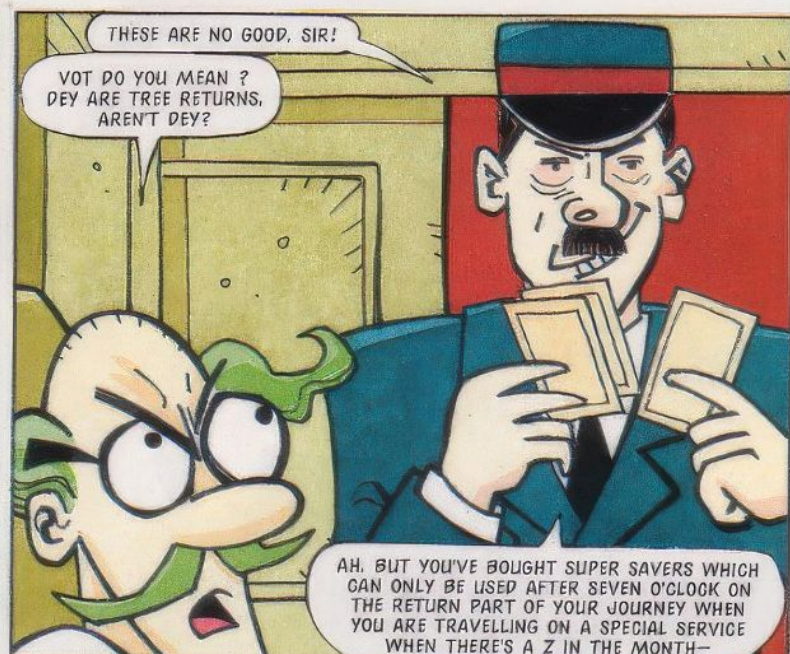
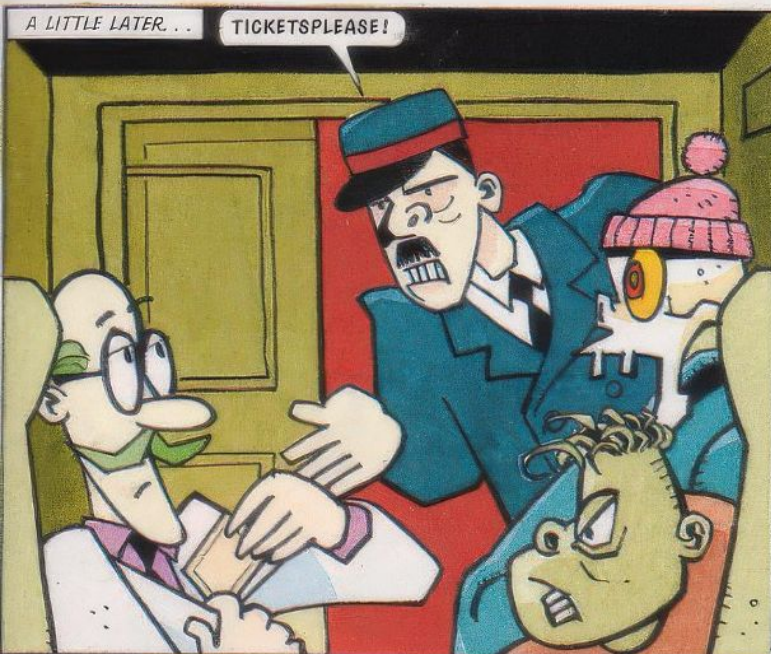


YOU WOT?

N...N...NOTHING!
IT WASN'T. . .

GO ON, GIVE IT
YOUR BEST SHOT,
DARE YOU!





MANY YEARS AGO THE ORIGINAL INHABITANTS OF THE FLOATING ISLAND DISAPPEARED. WHY THEY LEFT AND WHERE THEY WENT, NOBODY KNOWS.



NOW, AT LAST, ONE HAS RETURNED. NAMELY, DOCTOR ZACHARY...

KNUCKLES™



The Homecoming

Script: MIGEL KITCHING
Art: MIGEL DOBBYN
Lettering: ELITTA FELL

Part 2

SO THE LEGENDS ARE TRUE... THE CHAOS EMERALDS REALLY EXIST!

THEY SURE DO, DOCTOR ZACHARY!



IT'S UNBELIEVABLE... ALL THAT POWER CONTAINED IN SEVEN ANCIENT CRYSTALS!

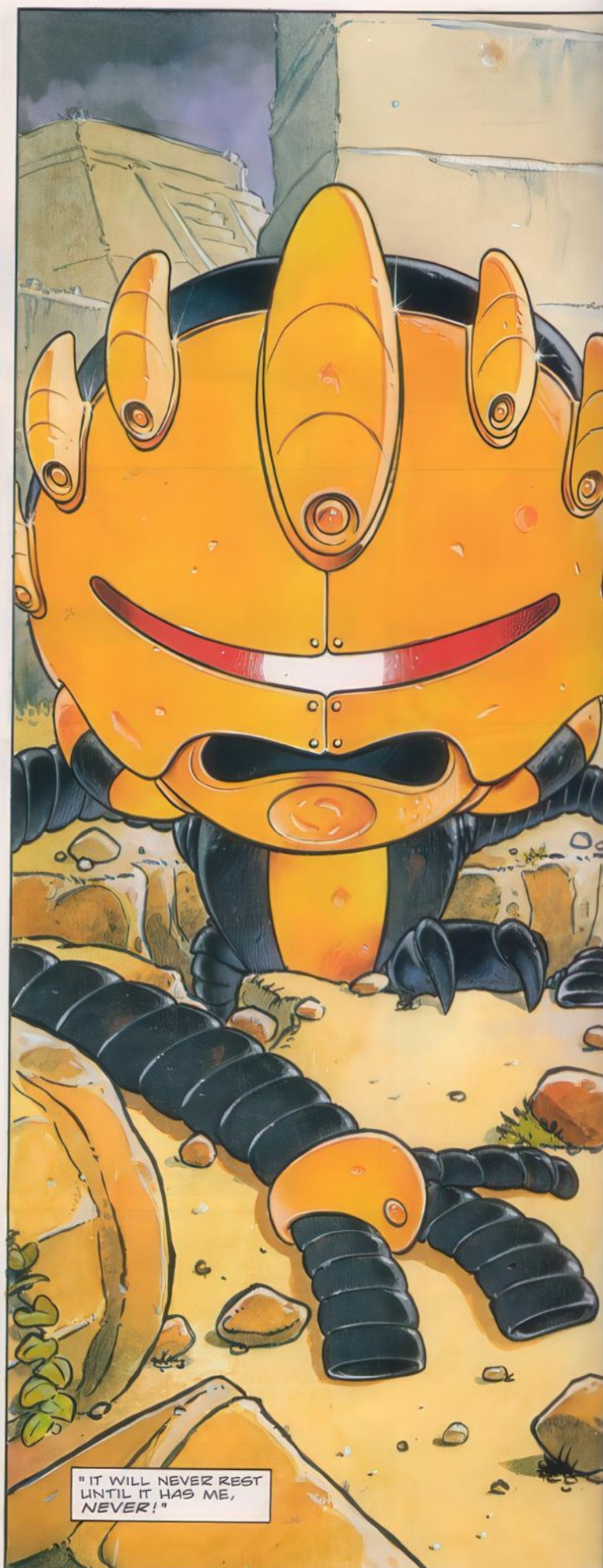
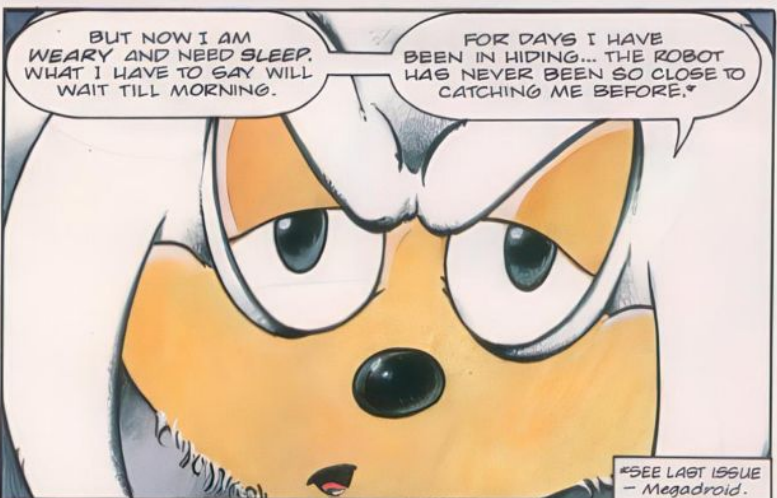
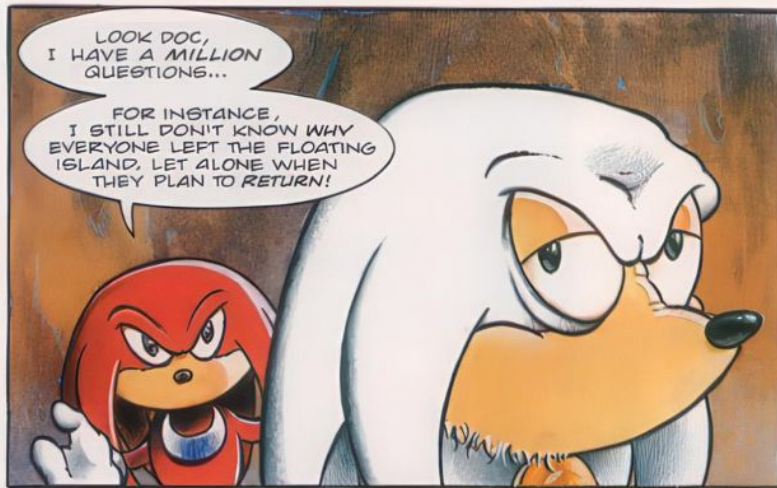


IT'S THEIR ENERGY THAT KEEPS THE FLOATING ISLAND IN THE SKY...



"WITHOUT THEM THE WHOLE PLACE WOULD COME CRASHING DOWN ON THE SURFACE OF PLANET MOBIUS!"

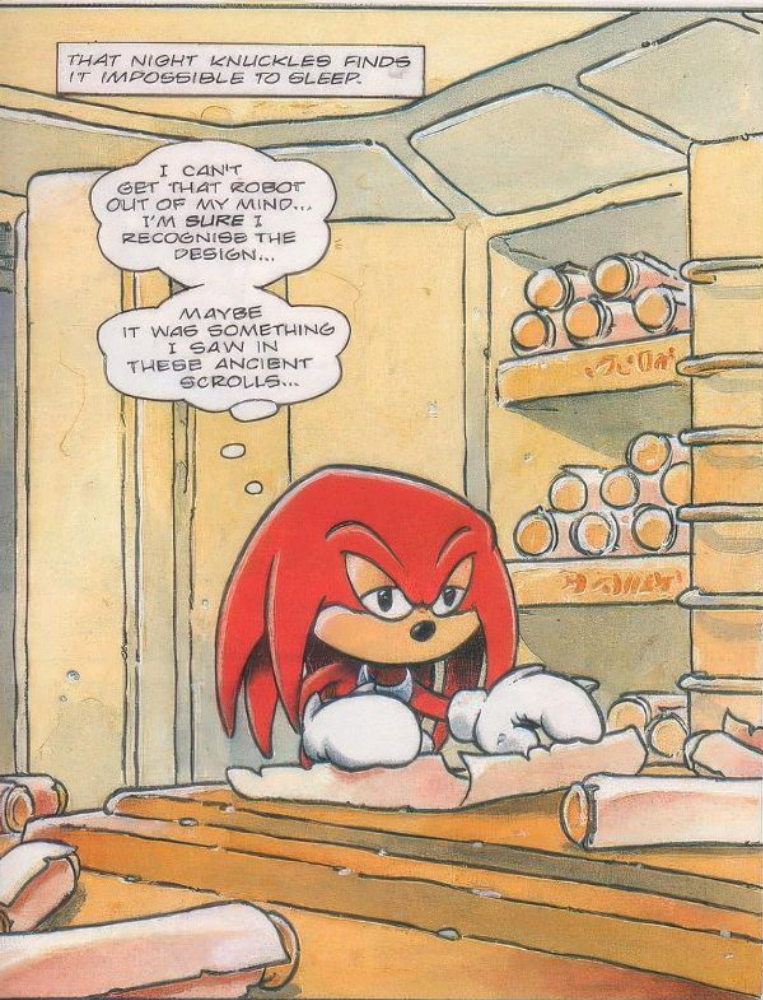




THAT NIGHT KNUCKLES FINDS IT IMPOSSIBLE TO SLEEP.

I CAN'T GET THAT ROBOT OUT OF MY MIND... I'M SURE I RECOGNISE THE DESIGN...

MAYBE IT WAS SOMETHING I SAW IN THESE ANCIENT SCROLLS...



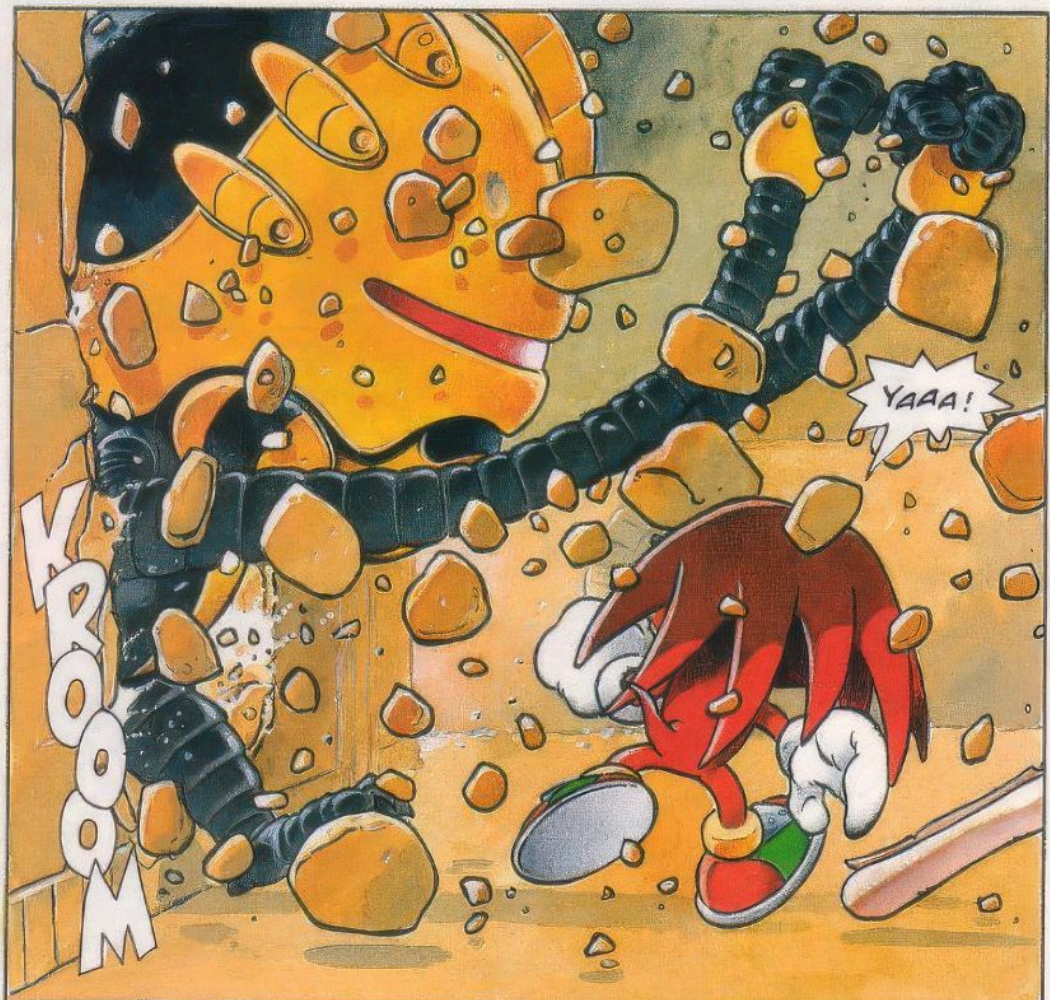
AH-HA! THERE IS IT!

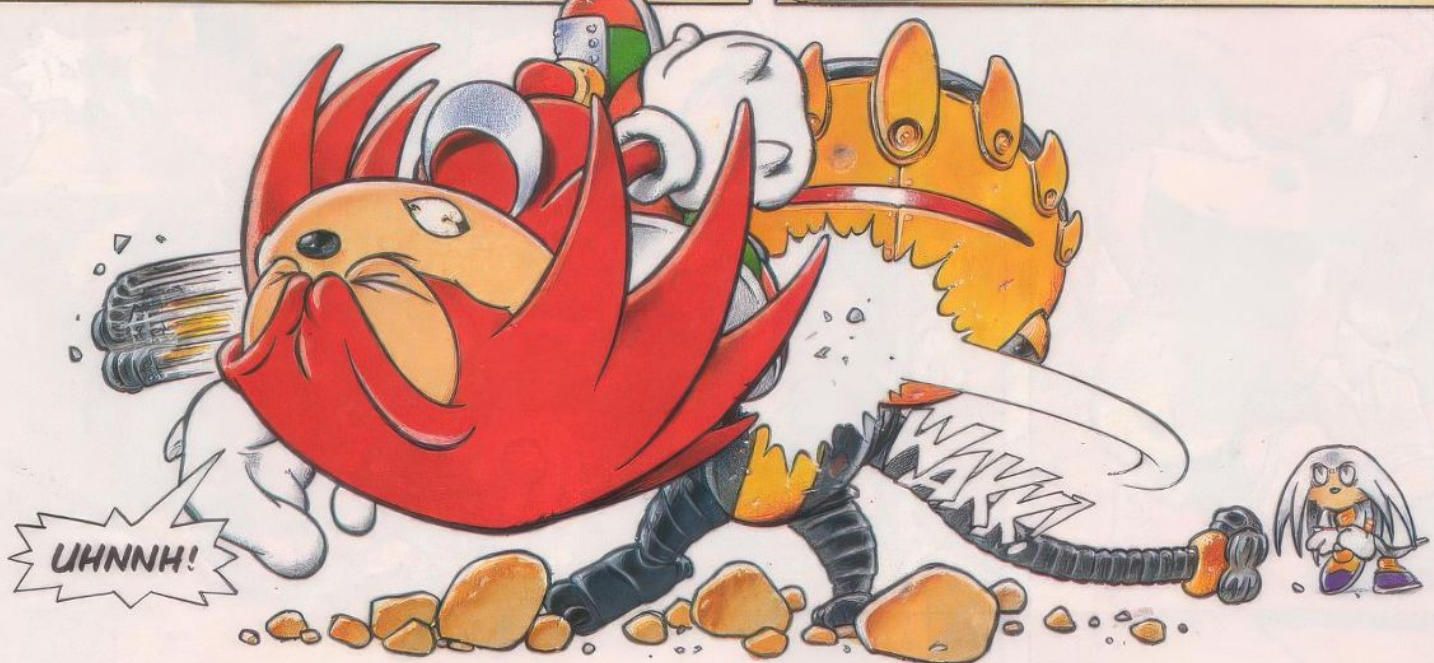
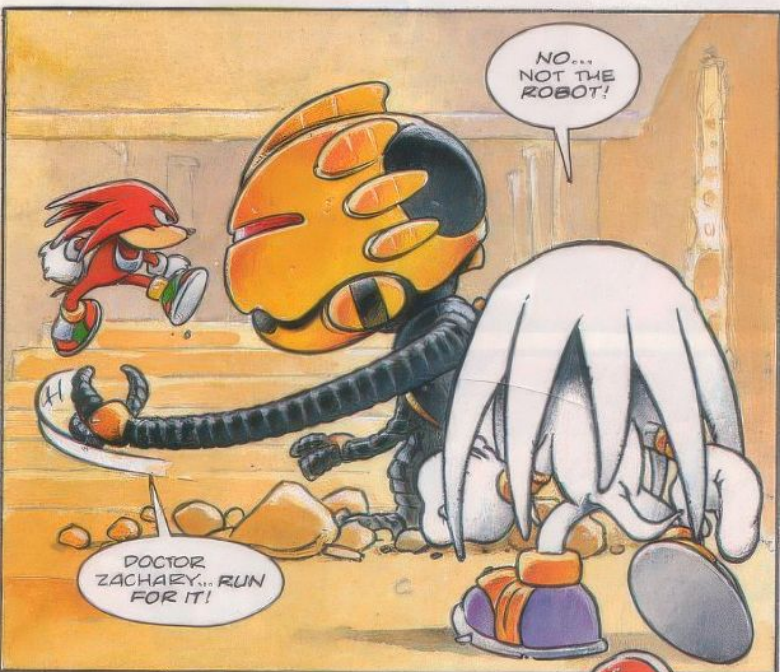
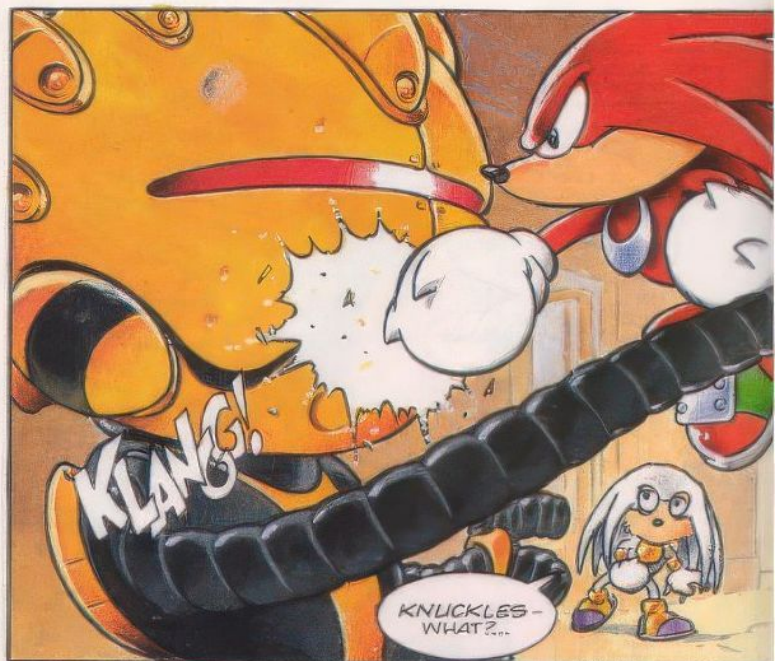


BUT WHY SHOULD ONE OF THE ROBOTS BUILT BY THE PEOPLE OF THE FLOATING ISLAND ATTACK DOCTOR ZACHARY?



I'D BETTER LET THE DOC SEE THIS STRAIGHT AWAY!





MOMENTS LATER...

KNUCKLES...
THANK GOODNESS
YOU'RE ALIVE!

I...I'M
OKAY...HEY,
WHERE'S THE
ROBOT?

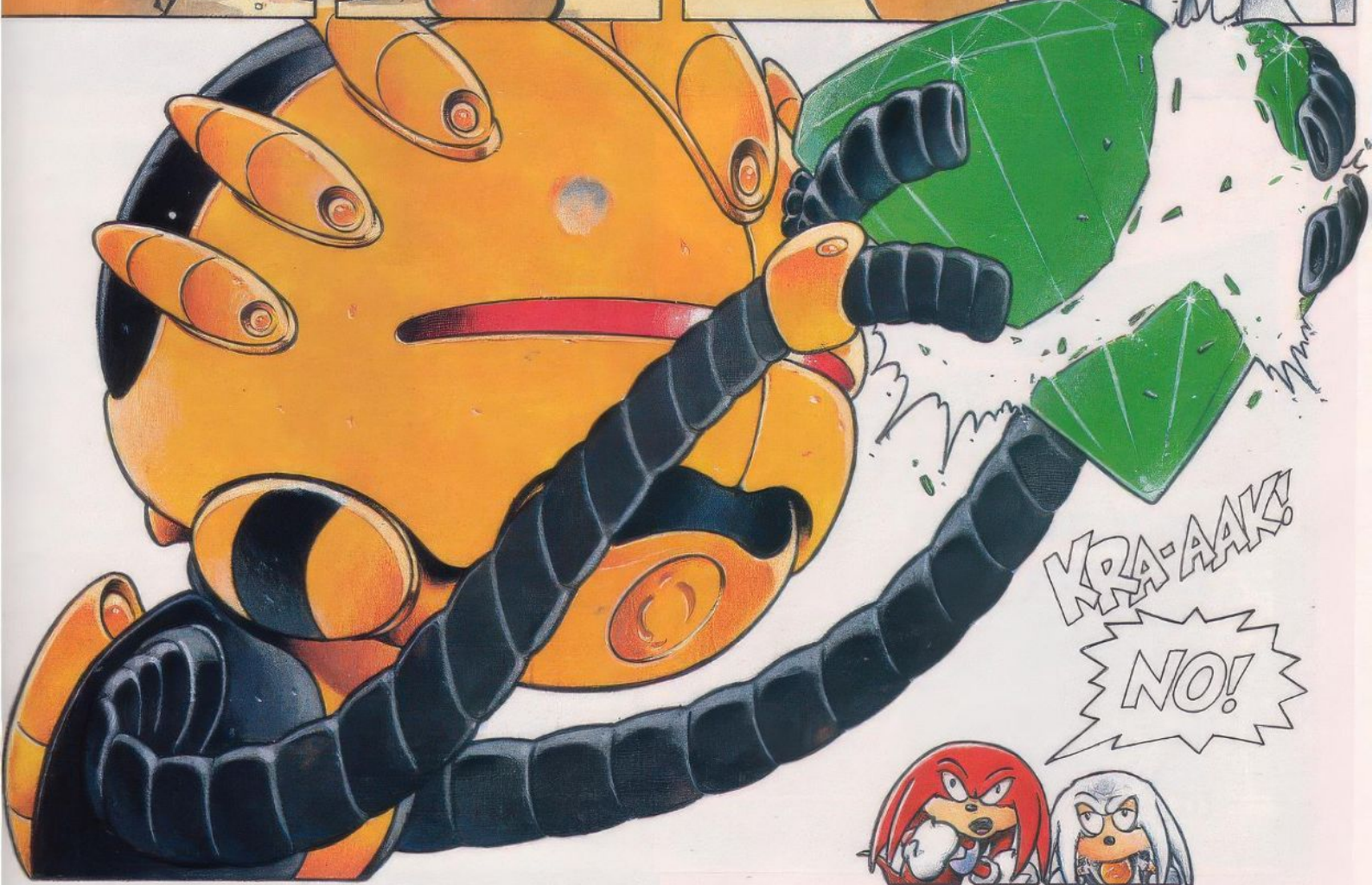
HE
TURNED AWAY
FROM ME AT THE
LAST SECOND...
HE WENT DOWN
THERE!

THE
EMERALD
CHAMBER!

KROO!

WHAT?
A
QUAKE?

THE ROBOT...
HE'S DOING SOME-
THING TO THE MASTER
EMERALD!



Q

ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

Problem Solver: David Gibbon.

ROAD RASH 3

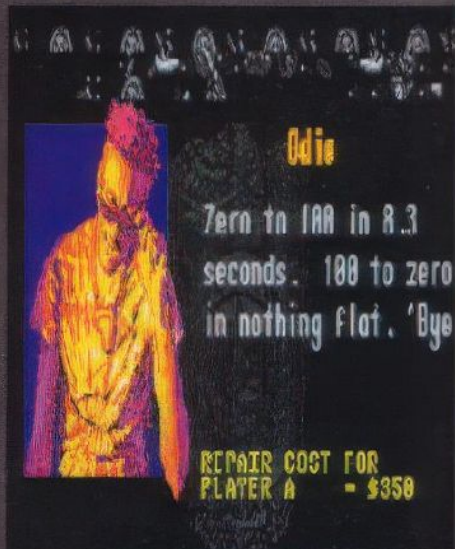


SPECIAL Part 3

STC's players guide to the top motor biking game reaches the third and final part ...

TOP TIPS

1. You can carry as many weapons as you like in this game. Collect them by getting close to another rasher and press C as they attempt to hit you. You can cycle through your other weapons by pressing Up and Start at the same time. Remember, you can only steal another weapon when you are using Punch.



2. The later levels can get very hard. If you buy a Super Bike you'll probably find it uncontrollable - they go so fast it's hard not to crash! Stick to a powerful Sports Bike which is fast enough to get you through the game.

3. The safest way to ride the roads is to try and stay in the middle at all times. This way you are in a position to act quickly if you see any on-coming hazards such as cars or pedestrians.

4. Be extra careful whenever the police helicopter, bikes or cars are around. There's more chance of crashing and getting busted with the appearance of extra obstacles.

CODES

Enter the following codes on the password screen to achieve the desired effects.

AK21 2005 Level Two + \$4,210 + Perro 125 Rat Bike + Performance Upgrade

020 2611 Level Two + \$2,670 + Banzai 450 Rat Bike + Performance Upgrade

3U1 RCTS Level Three + \$38,700 + Perro 250 Sports Bike + All Upgrades

340 SS00 Level Four + \$5,340 + Diablo 1000 N + All Upgrades



TOP SECRET BIKE

To access a secret bike that goes a speedy 215 mph, jump to Level 3, + \$3,330 cash + all have upgrades + the Club, Chain and Mace weapons. Reset the game and plug your joystick into port 2. When the title screen appears (the one before the menu screen) press B, Left, Up, Right and then Start. When the game begins, you'll be equipped with that super fast bike.



FREEDOM FIGHTER SHORTFUSE THE CYBERNIK HAS BEEN LEFT FOR DEAD IN AN EXPLOSION AT THE CHEMICAL PLANT ZONE! NOW, AT CITADEL ROBOTNIK, HEART OF THE METROPOLIS ZONE...

METAMORPHIA IS HERE TO SEE YOU, SIR... WITH A PRISONER!

WELL, SEND THEM IN, RECEPTIONNIK!



IF IT ISN'T TEKNO! EX-ENGINEER TURNED TRAITOR!

GET LOST, CONEHEAD!

SONIC'S WORLD CYBERNIK STRIKES BACK

Part 4

Script: LEW STRANGER Art: CARL FLINT & JOHN W. BURKS Lettering: STERE POSTER



TUT TUT! SUCH DEFIANCE WILL NOT GO UNPUNISHED! I TRUST THE CYBERNIK IS DESTROYED, METAMORPHIA?

COMPLETELY, DOCTOR!



FIRST I USED MY SHAPE-SHIFTING ABILITIES TO ATTACK HIM AS AN ARMoured WARRIOR...



THEN I TRIED
TO CRUSH HIM WITH
TENTACLES...



...AND THEN
A FUNNY THING HAPPENED!
THE BOMB THAT SHORTFUSE
PLANTED DESTROYED
HIM!

BOMB?



WHAT
BOMB?

ERM... THE
ONE THAT BLEW UP
YOUR FACTORY IN THE
CHEMICAL PLANT
ZONE! Ulp!




WHAAAT!



MEANWHILE, ON THE CHEMICAL
PLANT ZONE AT THE BOTTOM OF
THE SEA, SHORTFUSE IS ALIVE -
BUT FOR HOW LONG?

UHHN...
TRAPPED!



DEBRIS FROM
THE EXPLOSION... PINNING
ME TO THE SEA BED... ARMOUR'S
OXYGEN SUPPLY RUNNING
OUT!

CAN'T RISK
BLASTERS... MAKE
MATTERS WORSE! MAYBE
BOOT JETS...

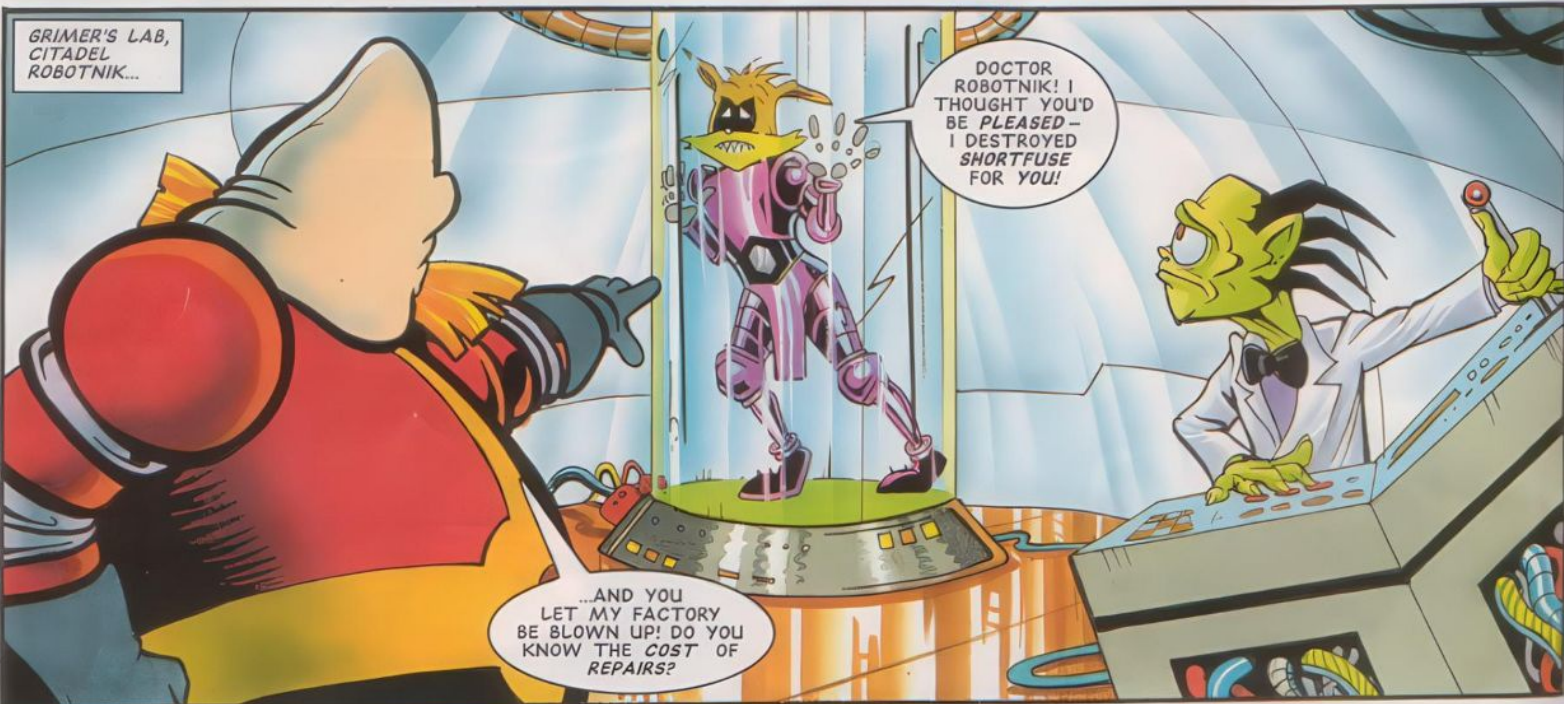
I'LL DIG A
TRENCH IN THE SEA
BED... GIVE ME JUST
ENOUGH ROOM TO
GET OUT.

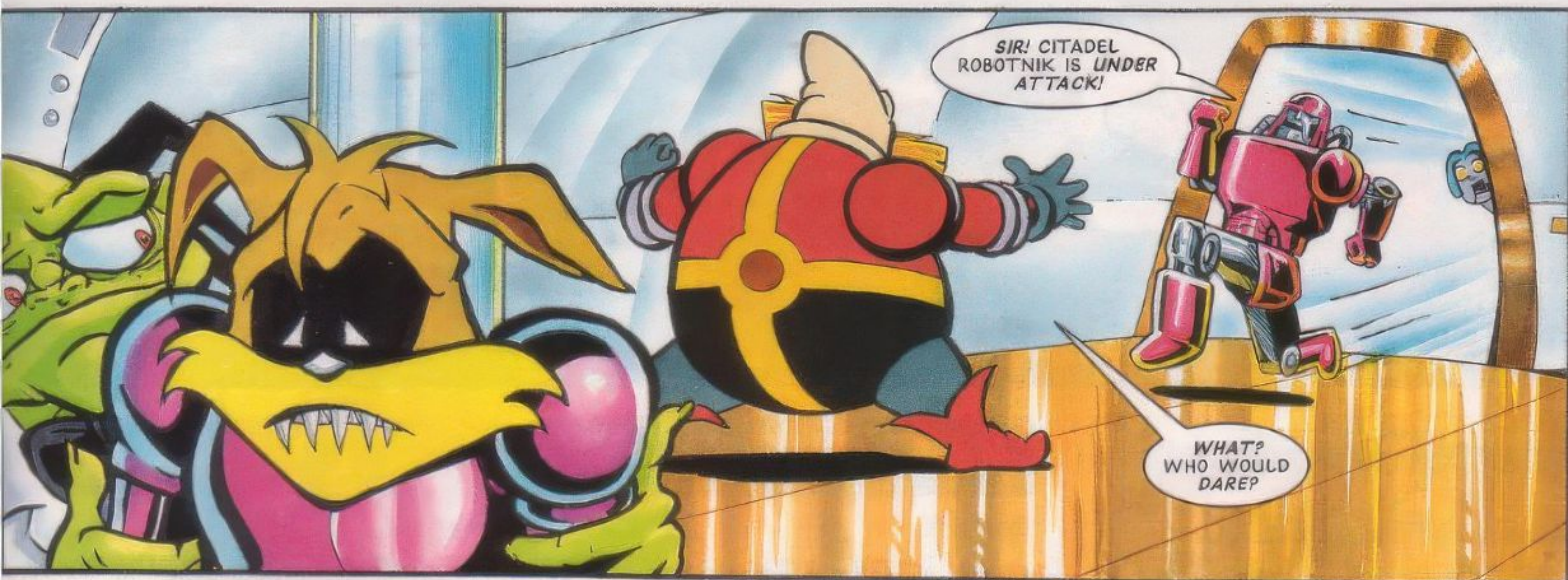
BFFVVV...!!

FREE!

NO SIGN OF
METAMORPHIA! MAYBE
SHE'S TAKEN TEKNO AS A
PRISONER TO DOCTOR
ROBOTNIK!







CONCLUDED NEXT ISSUE!



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC6H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SPEED LINES



Sandra Corcoran, Warley, W. Midlands.
Sonic Stationery Winner.

MATT THE KNIFE!

Dear STC,

I have a great suggestion,
why don't you change STC to a
weekly comic so that us boomers can
have twice as much fun?



Matthew Howland,
Ellon, Aberdeenshire.



Mmm, it's not as if the
extra workload would
dent anyone's social life
(none of the humes who
work on STC have any friends, Matt!).

Look out for the Chaotix Crew - back in a
new story next issue!

ALLO CHUCK!

Dear STC,

Please bring back the **Decap
Attack** strip (even if I was the only
one who liked it!). Lastly, well done
on a comic which I have every issue
of, and will continue to collect for a
long time yet.



James Norriss.

Please supply address details.



You're not a Lone
Decapper, James, which
is why The Decappers
are back in the Monster
of the Year strip this issue.

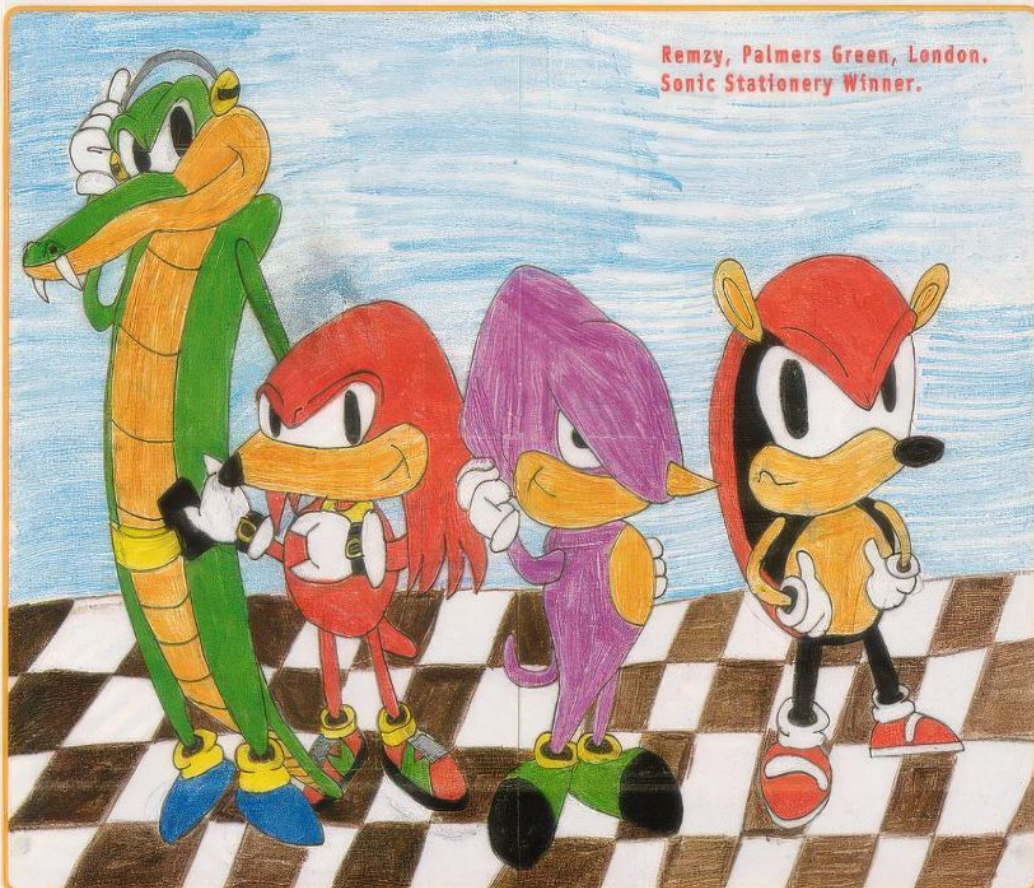


Send your e-mail messages to:

stc@richmond.com.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

Remzy, Palmers Green, London.
Sonic Stationery Winner.



Everything printed in *Speedlines* wins a
Highgrove Sonic Stationery set. Boomers
will find the equipment extremely useful
in helping to organise those important
events in life.



Prizes to be despatched within approximately 28
days of publication. If you haven't received your
prize after that time, please ask for Helen Waller
on 0171 344 6400.



The
Highgrove
Stationery set
is just part of
a range of
Sonic
products
available from
most retail
stationers.

NEXT ISSUE

HAVE YOURSELVES A ...

CHAOTIX CHRISTMAS!



KNUCKLES!

WHAT'S WITH DOC?

CYBERNIK!

THE SHOWDOWN!

DECAP ATTACK!

MONSTER MAYHEM!

GRAPHIC ZONE!

YOUR YULE CRACKERS!

PLUS

ASTERON BADNIK PIN-UP!

CORONATION STREET COMPO!



STC 67 - £1.20

ON SALE SAT, 9 DECEMBER '95

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 66

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

